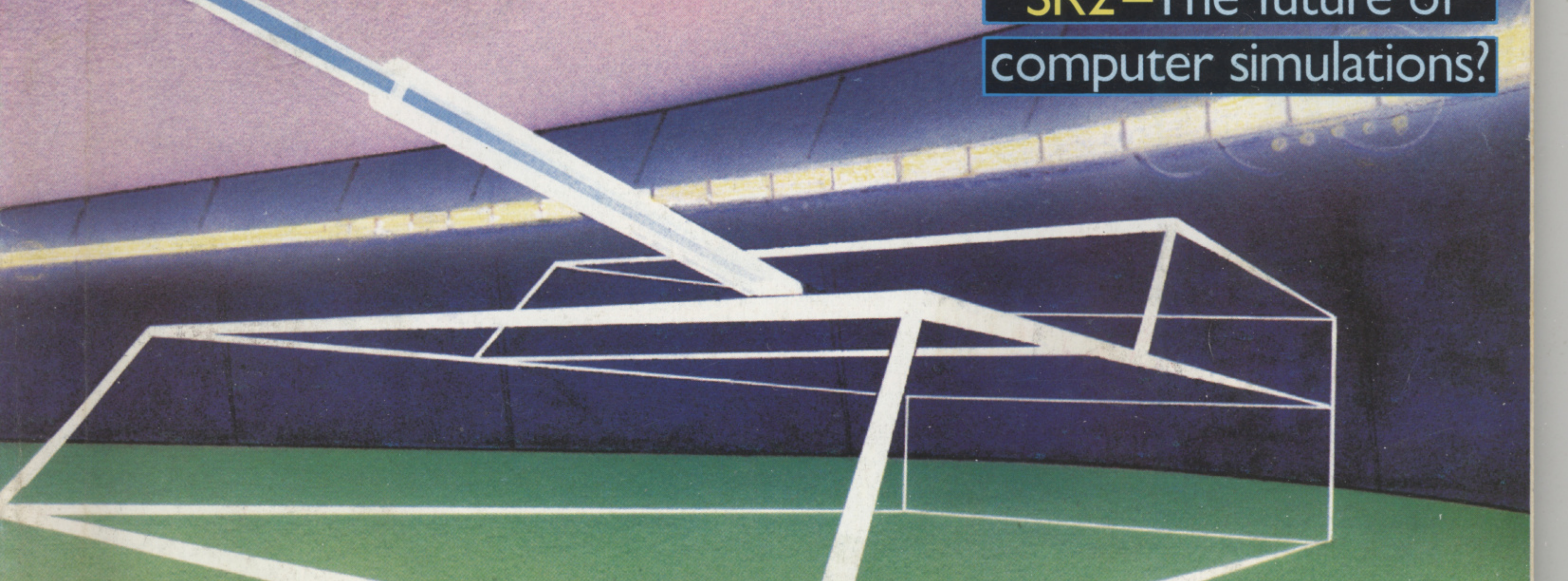
AN ARGUS SPECIALIST PUBLICATION

TRANSMISSION No. 12
STARDATE: MARCH 1986 £1

Computer GAMER

ARENA
The Ultimate Battle Zone

SR2—The future of computer simulations?



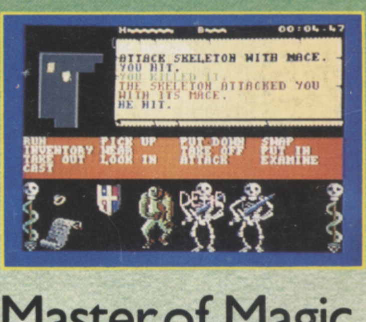
In depth reviews of the latest games . . .

2 PLAYER
2:50
JOYSTICK
0
3000

Rock'n Wrestle

CITY DOME
00% REBUILT

Zoids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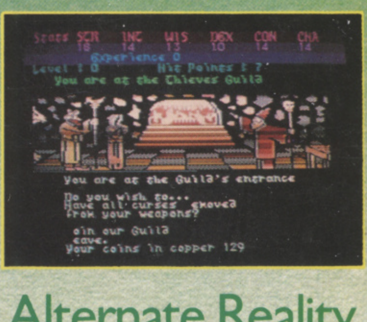
```
ATTACK SKELETON WITH MACE.
YOU HIT.
YOU KILLED IT.
THE SKELETON ATTACKED YOU
WITH ITS MACE.
HE HIT.
```

RUN
PICK UP
PUT DOWN
SWAP
INVENTORY
WEAR
TAKE OFF
PUT IN
TAKE OUT
LOOK IN
ATTACK
EXAMINE
CAST

Master of Magic



```
Stats SCR  INC  WIS  DEX  CON  CHA
       18   14   13   10   14   14
      Experience 0
Level : 0       Hit Points : 7
  You are at the Thieves Guild

You are at the Guild's entrance

Do you wish to...
Have all curses  emoved
from your weapons?

 oin our Guild
 eave.
Your coins in copper 129
```

Alternate Reality

A number one arcade hit for your computer

KUNG-FU MASTER
The OFFICIAL coin-op video game
KUNG-FU MASTER
KUNG-FU MASTER

COMMODORE
64/128

The ONLY martial arts game YOU ever really wanted.

TAPE	DISK
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Travel through the wizards temple to rescue the fair maiden, beware the weapon weilding hench-men, defeat the deadly guardian of the five floors.

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Computer GAMER

Transmission 12 **Stardate** March 1986

CONTENTS

REGULARS

News 4
The latest gaming news plus a preview of Ocean's Super bowl.

Hi-Score 16
Superzappers logon here.

Between the Covers 23
New editions for the Gamer library.

Coin-up Connection 26
The latest news from the arcades.

The Trolls Tavern 29
This month's Tavern features an article on codebraking and your letters.

Adventure Reviews 35
The latest adventures reviewed.

Dungeon Dressing 41
More help from our dungeon decorator.

Adventure Helplines 42
A bumper helping of hints featuring the Fourth Protocol.

Reviews 62
See what your buying in our screenshot reviews of the latest games.

Competition Results 96
We announce 93 Gamer prizewinners.

FEATURES

Arena 10
Can you survive the ultimate Battle Zone?

SR2 12
The ultimate computer simulation? We take it for a test drive.

Zoids 20
The war between the Red and Blue Zoids reaches its dramatic conclusion.

The Necromancers Tower 29
Fantasy features in this month's Heroic Warrior adventure.

Master of Magic 38
A superb joystick adventure for only £2.99!

Rock 'N Wrestle 54
The sequel to Way of the Exploding Fist. We think it's even better!

Alternate Reality 58
Experience this magical roleplaying game.

PROGRAMS

Everyones a Gem / Spectrum 78
Harry the Helpful Hippo / BBC 80
UFO / C64 85
Dungeon Quest / BBC / Electron 88
Hunchy / Spectrum 93

OFFERS

Readers Club 15
The clubs getting even bigger and better!

Win a Robot! 18
You could win a robot in our easy to enter competition.

Adventure Special Offer 46
Save £5 on a text adventure.

Computer Gamer is a monthly magazine appearing on the fourth Friday of each month.

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NEWS NEWS

Eecaan's Transmission

Welcome to a transmission of the galaxies favourite games magazine that is packed with exciting features.

This month four games are the subject of our unique in depth reviews that we have now made even better! Now you can almost feel the excitement of our cover featured game Arena as you battle with your tanks for survival.

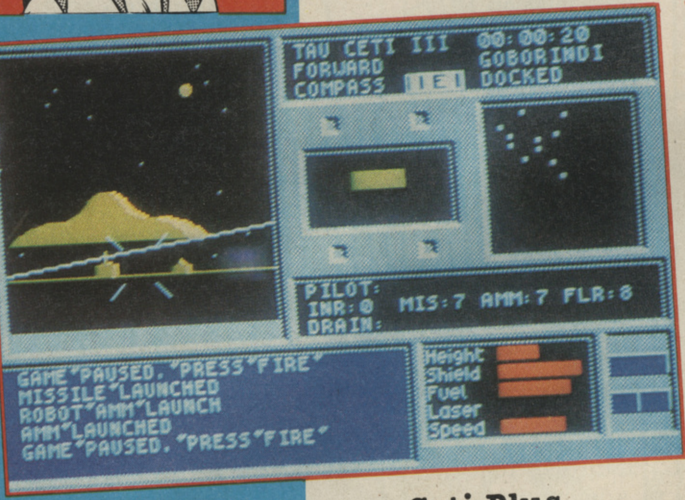
Zoids will challenge both your arcade and strategy skills as you have to fight an entire robot army, alone.

Master of Magic is another of Mastertronics MAD range of games and will have joystick adventurers reaching for their piggy banks.

Finally we have Melbourne Houses Rock 'n Wrestle which was written by the authors of Way of the Exploding Fist but we think it's even better!

Our coin-op coverage is even read by arcade owners and this month features a report from the Bacta Atei 86 show plus a review of an amazing computer simulation machine called SR2.

Plus we have the latest news, reviews and competitions plus another of our popular "Heroic Warrior" paper and pencil adventures.



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GAME"PAUSED."PRESS"FIRE"
MISSILE"LAUNCHED
ROBOT"AMM"LAUNCH
AMM"LAUNCHED
GAME"PAUSED."PRESS"FIRE"
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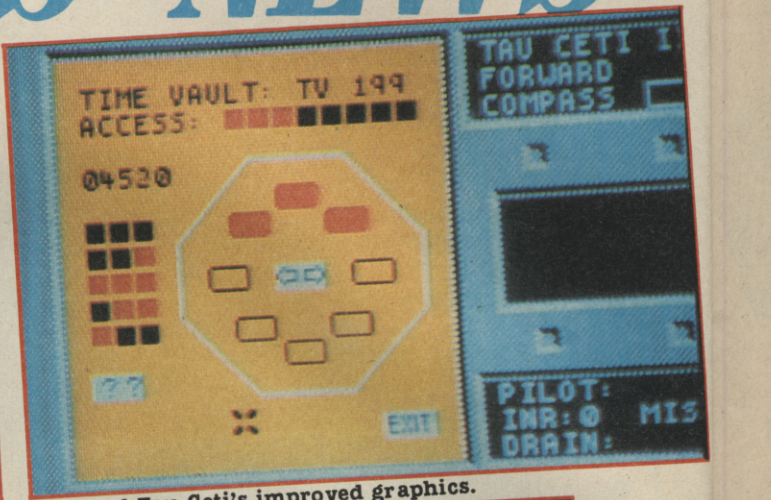
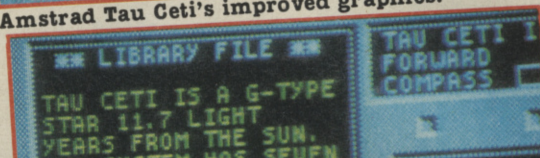


Amstrad Tau Ceti's improved graphics.



```
** LIBRARY FILE **
TAU CETI IS A G-TYPE
STAR 11.7 LIGHT
YEARS FROM THE SUN.
THE SYSTEM HAS SEVEN
PLANETS, 3 OF WHICH
ARE GAS GIANTS ONLY
THEW THIRD AND
FOURTH PLANETS ARE
SUITABLE FOR
COLONSIATION. THE
THIRD PLANT IS A HOT
FIRE=MORE
SUBJ: TAU CETI
DO YOU WISH TO ACCESS ANOTHER
```

Tau Ceti Plus

As revealed in January's Computer Gamer, there are to be two Amstrad versions of CRL's mega game, Tau Ceti.

The tape version will benefit from the Amstrads superior graphics capabilities but the disk version will include additional features such as libraries and time vaults.

The libraries are additional buildings found in the games cities where you can dock your Gal-corp lander and call up entries on almost anything to provide background information to the game and possibly an important clue.

The time vaults add a new dimension to the game as they represent not only a puzzle in the combination to solve but also a surprise inside. They may be an extra weapon or shield for your ship or it may be an angry alien that has been trapped inside.

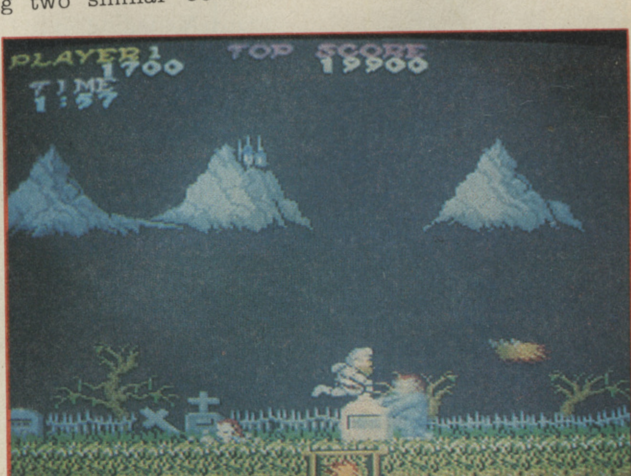
Finally, CRL are planning two similar C64 versions with the tape carrying the game in its simple form and a special disc version with even more added features.

Ghosts & Goblins.

Ghosts and Goblins are set to haunt Spectrum, C64 and Amstrad Computers as Elite attempt to follow up their success of Commando.

The coin-op machine was first seen at the Associated Preview 86 show and features your attempts to find treasure in some very curious locations, including a graveyard.

During your quest you will also find magical armour and weapons and battle with skeletons, zombies and giant snakes that fire fireballs from their eyes.



Elite are also set to release computer versions of arcade games Roller Coster and Bombjack but the illfated Scooby Doo has been postponed again.

Roller Coaster will be available in C64 and Amstrad, disc and tape versions and Bombjack will also have a Spectrum Conversion.

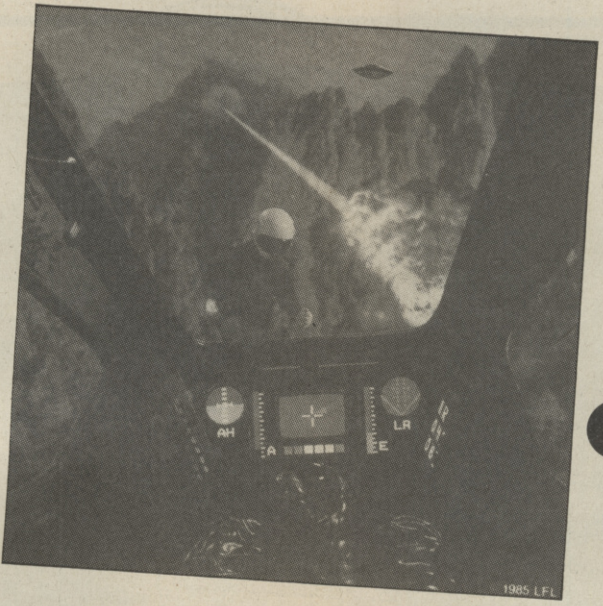
NEWS NEWS

Lucasfilm's next games

Computer Gamer can now exclusively reveal that the next two games from top software house Lucasfilm games will be "Mists of Xenon" and "Labyrinthe."

Mists of Xenon will return you to the planet featured in their previous Fractulas games "Rescue on Fractulas" and "Koronis Rift." This time your mission is a more strategic game will be to destroy the enemy gun emplacements that gave you so much trouble in the other games.

Mists of Xenon should be available in the summer and will be followed by Labyrinthe which is to be a 3D maze game similar to the Eidolon.



The gun emplacements are the target in Mists of Xenon.

Ski Champ

Ski Champ will be the next in the "Champ" series of sport simulations from New Concepts and will use a keyboard overlay shaped like a pair of skis to control the game.

Using the system pioneered in Surf Champ, which is reviewed elsewhere in this transmission, the player can control his skier down several courses including a downhill run, slamom and obstacle course where you must avoid hazards such as trees, snowploughs, groups of kids, cliffs and warning notices.

Your performance down the courses will depend on everything from your knowledge of skiing to the equipment and clothes you selected from the ski-shop.

Ski Champ will be available for the Spectrum and will cost £7.95.

V

The visitors from the science fiction series V will invade Spectrum, C64 and Amstrad computers at the end of March.

In the game you play resistance leader Mike Donovan onboard the visitors massive mothership. This consists of 5 vertical planes of 16 screens across with a depth of 8 screens. Your mission is to destroy the mothership by blowing up the reactor.

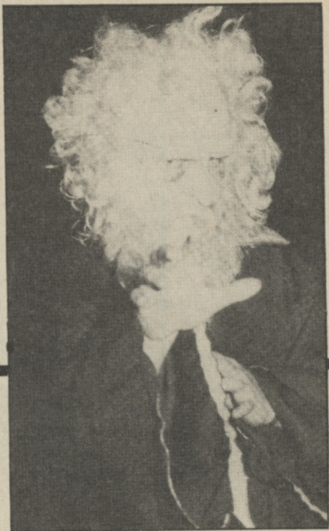
To do this you will have to find equipment spread throughout the ships 8 laboratories.

In your way are the lizards themselves and three types of robots. Maintenance robots drift along the ceiling zapping alien particles with their lasers (and that includes you) whereas sensor and security robots are a more obvious threat.

Donovan can fight back with his own laser but since this has a limited charge he must roll under the maintenance robots and leap over the others as in Impossible Mission.

The screen display is split into three sections with the top two showing part of the level you are in and the one above. In the bottom of the screen is a strange device known as a communiputer. Through this you can monitor the lizards radio messages (useful as they may be reporting where you were last seen), open security doors and even send messages of your own to confuse the visitors that are hunting you down.

NEWS NEWS



David Hambly
— The Micro Wizard.

Micro Magic

Soon you will be able to teach your computer some new tricks with the help of the Micro Wizard, David Hambly.

David is a professional magician who has been featured many times on television including programmes like Database, Pebble Mill at One and the Thames Telethon.

He has pioneered a new branch of magic using computers as his assistants and now through the "Magic Box" some of his secrets could be yours.

The "Magic Box" will be a book/tape package providing explanations and the software necessary to perform tricks as diverse as card tricks, book tricks, mathematical muddlers and telepathic and ESP experiments.

David's next trick will be to find a software house to publish the "Magic Box" and we'll reveal all as soon as this happens.

Off the Hook

Off the Hook is the charity compilation tape followup to Softaid which raised over £350,000 for famine relief in Africa.

This time the charity deserving your support is the Princes Trust for Drug Abuse Rehabilitation.

The Off the Hook tape will cost only £6.99 and will contain programs from top software houses including Activision, Beyond, Firebird, Gremlin Graphics, US Gold, Ultimate, Melbourne House and Ocean. The actual games are still to be finalised but it is obvious that the tape will be excellent value for money and about £4 of the cost will help a charity.

The project is being planned by Rod Cousens, the man behind Softaid, who hopes to have a Spectrum, C64, BBC and Amstrad tape out by the end of March.

sinclair
QL·Pawn
Software by
Magnetic Scrolls
sinclair
QL·Bounder
Software by
Brian Kelly
sinclair
QL·Cavern
Software by
JMF
sinclair
QL·Classic Adventures
Software by

QL Games

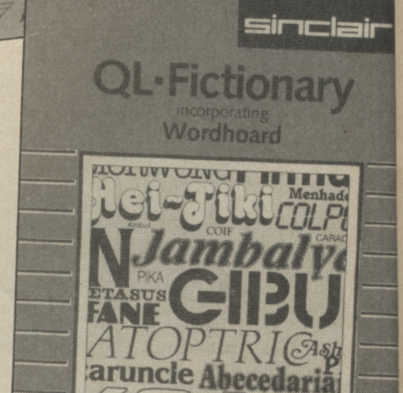
Sinclair have released 5 new microdrive cartridges to the delight of a game starved QL market.

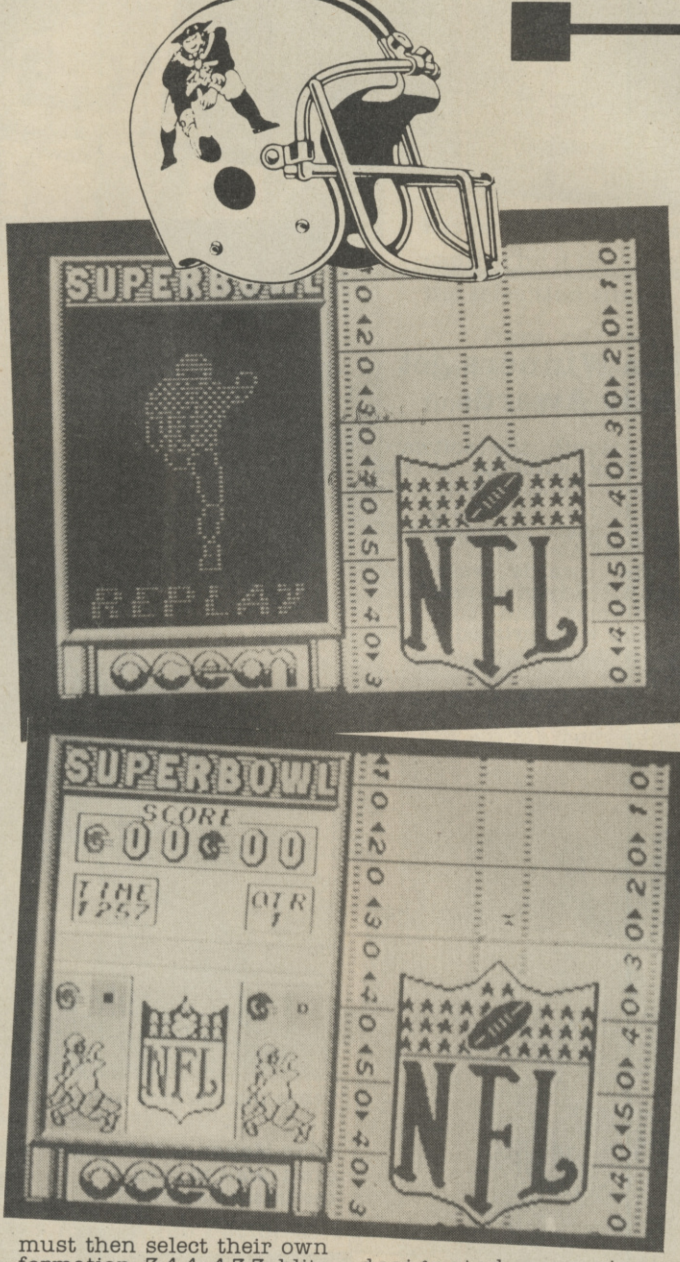
The releases include 2 adventure packs, two platform games and a word game called Fictionary that is reviewed in this transmission of Gamer.

Adventurers will relish a fantasy adventure called Pawn and a Classic adventure pack containing "The Adventure", a version of the game that started it all and the excellent Mordens Quest.

Bounder and Cavern are two typical platform games each featuring over 50 screens of fiendish action.

Each game is accompanied by full instructions and a blank cartridge to backup the game and cost around £13.


sinclair
QL·Fictionary
incorporating
Wordhoard
Jambalya
Abecedarian
Software by
Whoopee



Super Bowl XX

Now you can re-enact the battle between the Chicago Bears and the New England Patriots for the Super Bowl in the comfort of your own home.

The official NFL endorsed American Football computer game is to be released soon by Ocean.

The game will allow either one or two gridiron groupies to do battle on a split screen display used to illustrate half of the football field, on the left hand side and game statistics and two TV monitors on the other side.

The monitors add impressive graphics to the game since the players are only represented as marks on the field display.

One monitor follows the offense as the ball is snapped to the quarterback and then either passed to a receiver or handed to a running back for a gain or loss of yards and perhaps even a touchdown.

The other monitor keys on the defences attempts to stop the play and generally make life as difficult as possible for the quarterback. However some important decisions have to be made before the play can begin.

The team on offense (probably Chicago if the actual Supebowl is anything to go by) initially selects either a long pass, short pass, run or special play which includes odd things like field goals and punts.

Selecting one of these options leads to other menus that define the play fully. For example designating pass receivers and even the patterns that they may run.

The defense then sees this general formation displayed on the screen and must then select their own formation, 3 4 4, 4 3 3, blitz and so on and then can go on to specify assigments for each defensive player. For example he may assign four to clobber the quarterback, two to mark the receivers and the rest to stop anything else that moves.

Once that lot has been decided the play itself can begin.

As the quarterback takes the snap the offence controls him with his joystick. Pressing the button will pass the ball to the designated receiver. However if he is being marked by the defense (who can directly control one of five of his players with his joystick while the others do their assigned tasks) he can use the joystick to select one of four other receivers.

Superbowl should be available in the shops as you read this in C64, Spectrum and Amstrad versions and will cost £9.95.

Order the next transmission of Gamer now to read a full in depth review.

Gargoyle go on the D&D Trail

Gargoyle Games are the latest software house to attempt to recreate the action and atmosphere of a roleplaying game on the computer screen.

Their forthcoming game, Heavy on the Magick, is a marked change from their usual style that produced games like Dun Darach and Sweevos World.

The games main character will be an apprentice Sorceror who has been thrown into the middle of a deadly dungeon following an argument with a rival magician. This character will appear on the screen in large graphics, about 2½ inches, with everything else in scale.

Gargoyle have opted for single letter keywords to control your character. For example "m" for move and "o" to open. Sensibly the program will assume you want to open the nearest door which allows you to concentrate on the problems laid before you.

Most problems that you will face will come in a hairy or slimy form which can be fought with either a sword or magic. Magic won't be easy to use as you're used to. As you won't just find scrolls with spells lying around. Instead you'll have to build them yourselves. For example your power to transform objects may be greatly improved if you have an effigy of the object in question.

Once you've mastered the spells you'll be able to make yourself invisible, leviate objects and even animate objects.

Heavy on the Magick is planned for release at the end of March.

Alligata Bites Back!

Alligata Software the Sheffield based company that came into the news recently after it's law suit with Elite over the Commando/Who Dares Wins argument, is due to launch two new games.

The first is to be called "Ark Pandora" and will be available on their 'Rino' label. It is a 94 screen, icon drive, graphics adventure.

Set on a desert isle, the game sets you as a murderous pirate that has to free the peoples of the island from the equally murderous tyrant that is currently ruling over them.

Eliminate him and you gain your own freedom. Also included in the package is a screen designer that will allow you an almost infinite variation on the game.

The second game — "Meltdown" is for the Amstrad CPC 6128 disk only. Though a cut down version will appear on tape for the lesser Amstrads. The game has full 3D high res graphics and speech.

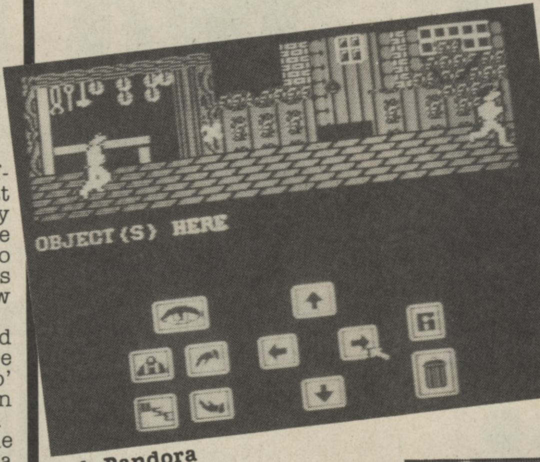
The idea behind the game is to stop the meltdown that is threatening to happen to a SDI 'Star Wars' HQ on the moon. The nuclear reactor there is looking like it's going to blow. The game boasts a 64 location 8x8 maze, 18 tasks of skill speed and endurance. With a major game between each level.

The game takes up the entire side of a 170K Amstrad disk.

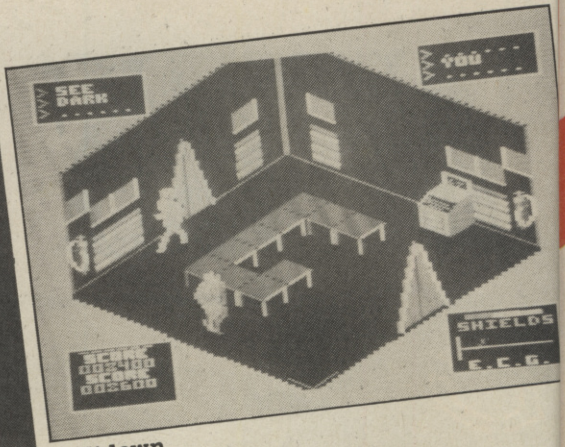
Logging onto terminals, code breaking, hacking, are just a few of the activities involved in getting from level to level. While The President's Brain, Electrocircuit, or Hackspeak are games within games.

The 64K version will have no speech and only one of the games.

Meltdown will be available towards the endof March at £8.95 for the tape and £14.95 for the disk. Ark Pandora will cost £9.95 and will be available on tape or disk, and should be out now.



Ark Pandora



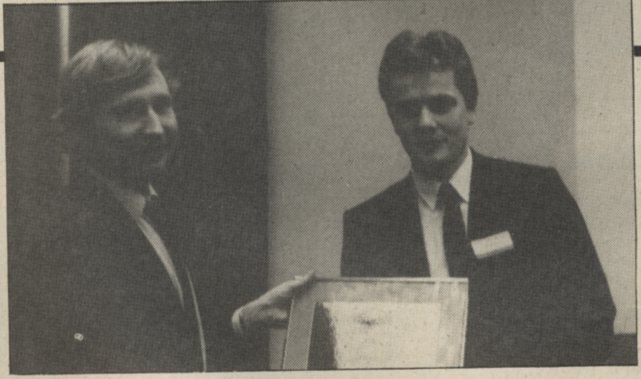
Meltdown

The Winners get their Awards

Last month the software industry gathered at the Regent Palace Hotel in London's Picadilly to receive their 1985 Game of the Year Awards.

The awards were the result of a readers poll held in Gamer and the full results were printed in the last transmission.

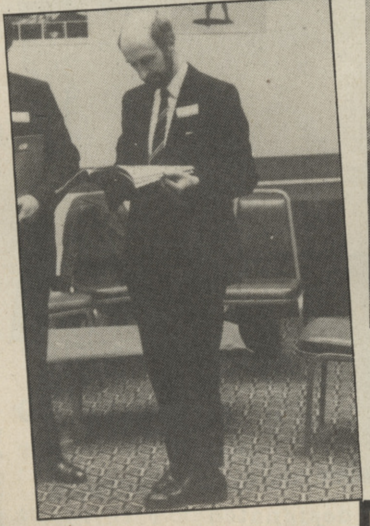
Turn now to page 96 to see whether you won the fantastic prize on offer to a lucky voter.



Robert Stallibrass ((Firebird) accepts the hologram award for the best game, Elite, from Gamers Editor.

COMPUTER GAMER
PLAYS THE GAME

Tense discussions before the presentations.



Mike Mahoney (Alligata) can't wait to read the latest Gamer.

ID

An alien lifeforce has found refuge in your Spectrum. It's memories are shattered its secrets hidden. In the first program for CRL's "experimental" software label, Nu Wave, you have to talk it out.

By answering ID's questions and by asking your own you will gradually be able to repair its personality.

This process isn't going to be easy as ID's moods fluctuate dramatically from sad to happy, trsuting to annoyed and even scrungy to dribbly.

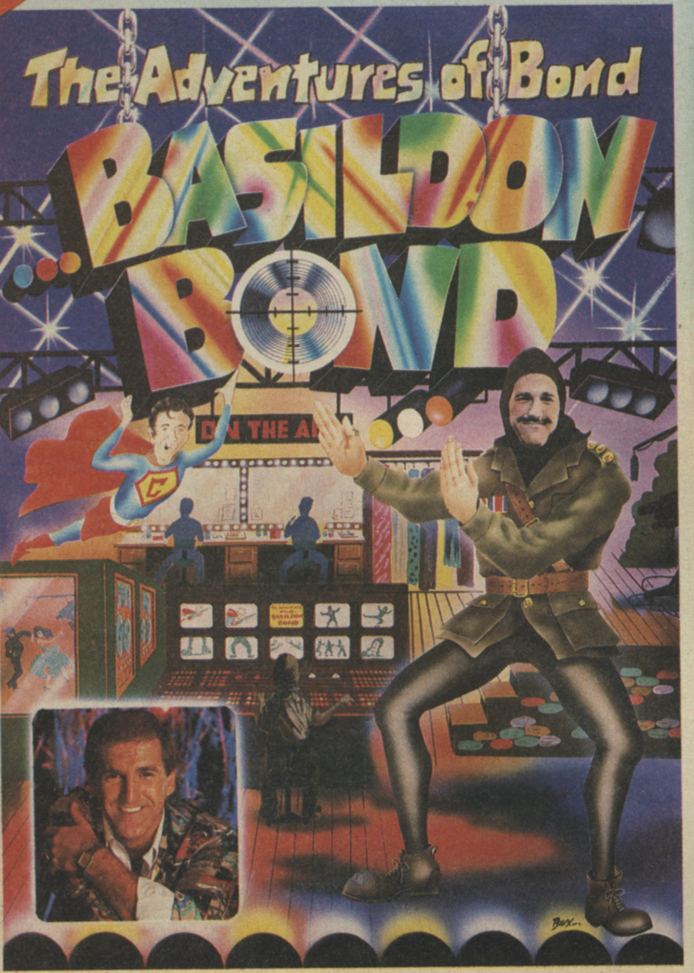
All the time you must try to build on its trust until finally you will find answers to some of your own questions.

CRL are also working on a games creator which will allow you to simply write programs like Knight Lore and Sweevo's World.

NU WAVE
ID
SPECTRUM 48K

NEW RELEASES

Bond...
Basildon Bond



"THE ADVENTURES OF BOND . . .
BASILDON BOND"
Starring
RUSS ABBOT
Featuring
COOPERMAN, BLUNDERWOMAN, BOND

Under strict and confidential orders from P, who has been re-named B, to confuse the KGB, Bond has been assigned to rescue Russ who is being held captive by a rival comedy act, in the dungeons of the television studio.

Traps, puzzles, jokes, fight sequences and famous characters are combined to produce a funny and slightly hilarious arcade adventure.

Featuring Russ Abbots New Single
"LETS GO TO THE DISCO"

NEW
£9.99 cassette
£13.99 disk

Available for the Commodore 64

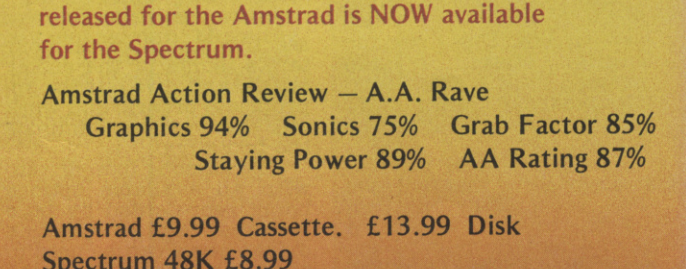
Soon available for the Spectrum & Amstrad

The Devils Crown

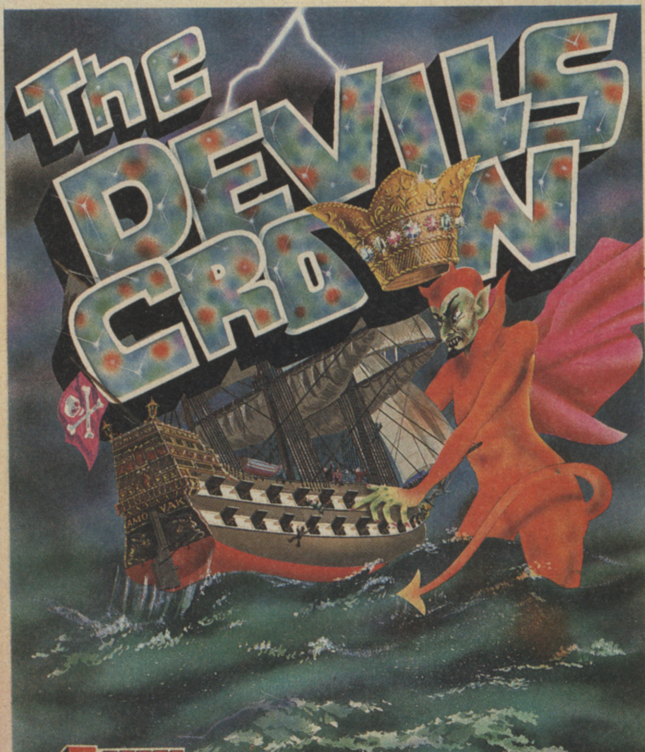
The most amazing arcade adventure to be released for the Amstrad is NOW available for the Spectrum.

Amstrad Action Review — A.A. Rave
Graphics 94% Sonics 75% Grab Factor 85%
Staying Power 89% AA Rating 87%

Amstrad £9.99 Cassette. £13.99 Disk
Spectrum 48K £8.99



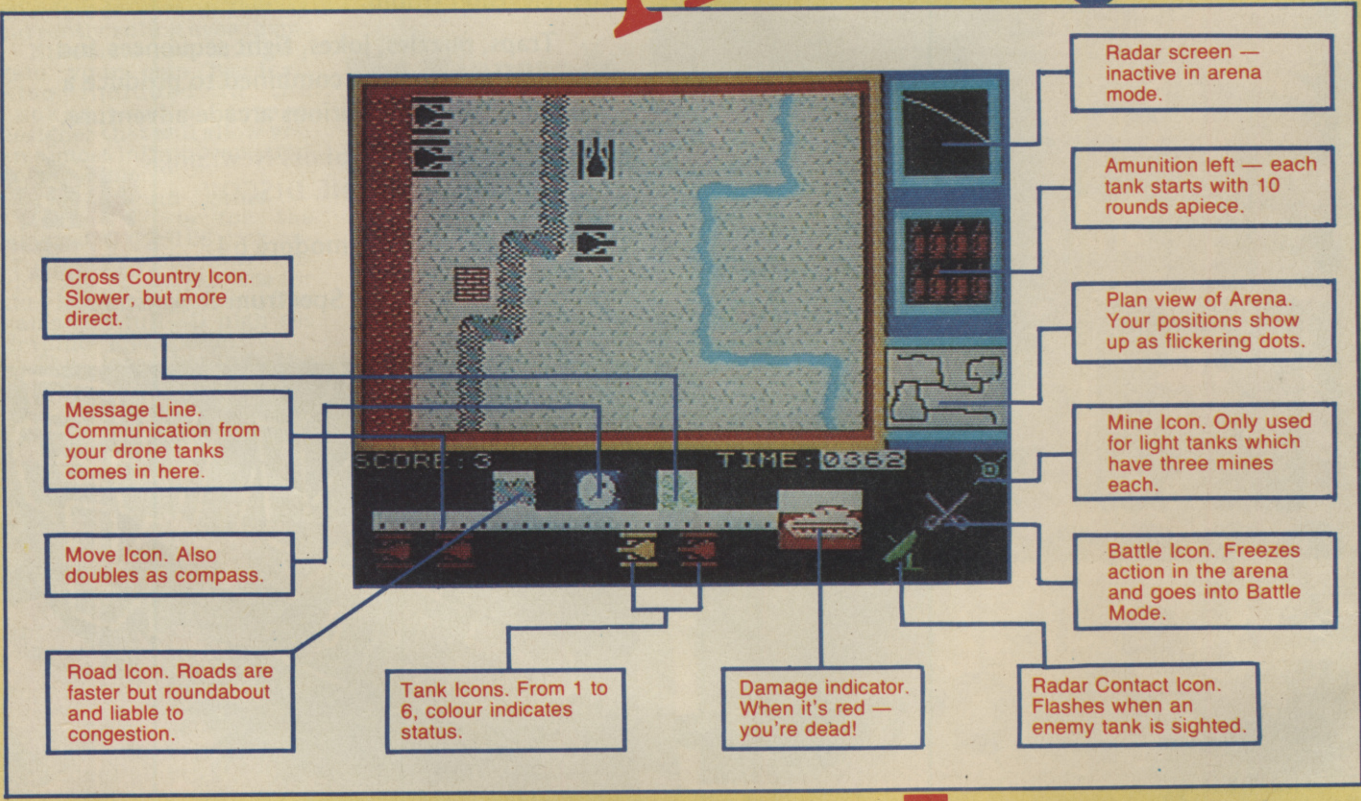
Screen shots from Amstrad version



PROBE SOFTWARE 155 MITCHAM ROAD, LONDON SW17. Tel: 01-672 9179
Selected titles available from
W.H. Smith Boots Laskys and all good software retailers

ARENA

There are no rules in the Arena – or are there? Mike Roberts puts the ultimate battle zone under the tactical microscope.


SCORE: 3
TIME: 0362
Radar screen — inactive in arena mode.
Amunition left — each tank starts with 10 rounds apiece.
Plan view of Arena. Your positions show up as flickering dots.
Mine Icon. Only used for light tanks which have three mines each.
Battle Icon. Freezes action in the arena and goes into Battle Mode.
Cross Country Icon. Slower, but more direct.
Message Line. Communication from your drone tanks comes in here.
Move Icon. Also doubles as compass.
Road Icon. Roads are faster but roundabout and liable to congestion.
Tank Icons. From 1 to 6, colour indicates status.
Damage indicator. When it's red — you're dead!
Radar Contact Icon. Flashes when an enemy tank is sighted.

Arena is the latest game from the long established software house Lothlorien. Tolkein fans will also remember Lothlorien from The Lord of the Rings, as one of the mythical lands in Middle Earth — (I just thought that I'd mention that, having just seen the film on telly and thought 'gosh, so that's where they got the name from) — but back to the plot.

Lothlorien have been quiet recently, their last game came out some months ago, and Arena is the result. The game is broadly based on the Battlezone type of scenario, 3D tanks etc, but with a whole lot more included.

Let me set the scene. It is the latter half of the 21st century. The planets of this and further solar systems are colonised. The threat of using this high technology to resolve an earthbound conflict worried most people (in a similar way to the nuclear overkill situation today) so the Arena laws were passed. This meant that returning space fleets were not allowed into the solar system, war was abolished, and a system of resolving desputes in the arena was developed. Opposing sides would battle it out in tanks in a massive battle area on the coast of Sweden.

One champion from each side would control a command tank with five other slave tanks. The previous English champion was creamed by the Welsh during an earlier bout, it is up to you to restore honour . . .

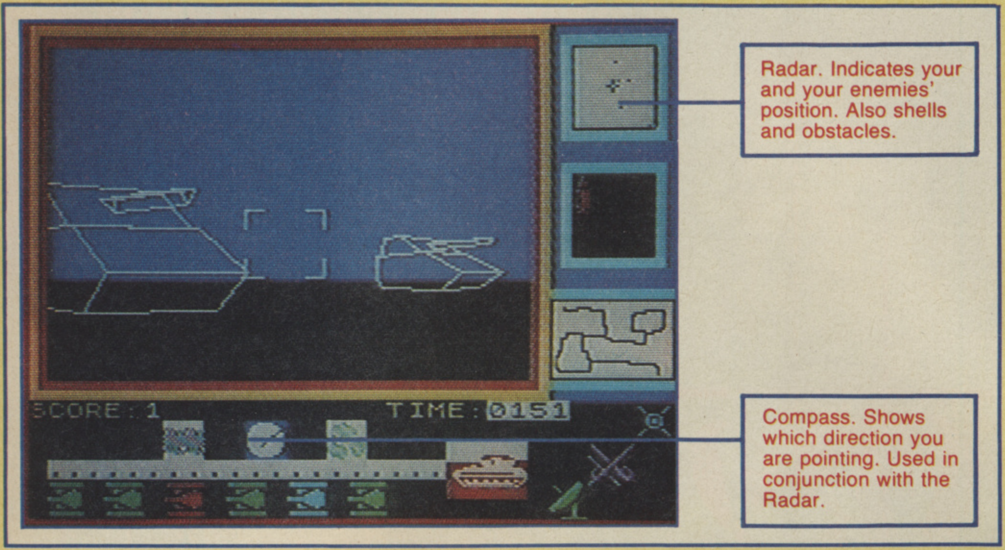
The game is a pseudo-strategy game that will give the strategists amongst us a good run but not get too boring for the rest of the assembled game playing fraternity.

There are two screen modes in the game, one is arena mode, where you can see a portion of the arena from a bird's eye view, and the other is battle mode, which is like Battlezone — but more about that later.

Arena mode is where you will spend most of your time. This is where you can see the status of all your tanks, some of the enemy tanks, and give out the appropriate orders, and work out the ways to eliminate the bad guys.

The game is Icon driven, with all available options being represented by little pictures, and a joystick driven cross can be used to choose which will be the lucky instruction to be used.

There are five status Icons, Ammo — gives the ammo level for the current tank, Position — a road map of the arena with your current tank positions marked, Radar — flashes if any of your tanks is picking up a signal, Damage — how badly off your current



Radar. Indicates your and your enemies' position. Also shells and obstacles.

Compass. Shows which direction you are pointing. Used in conjunction with the Radar.

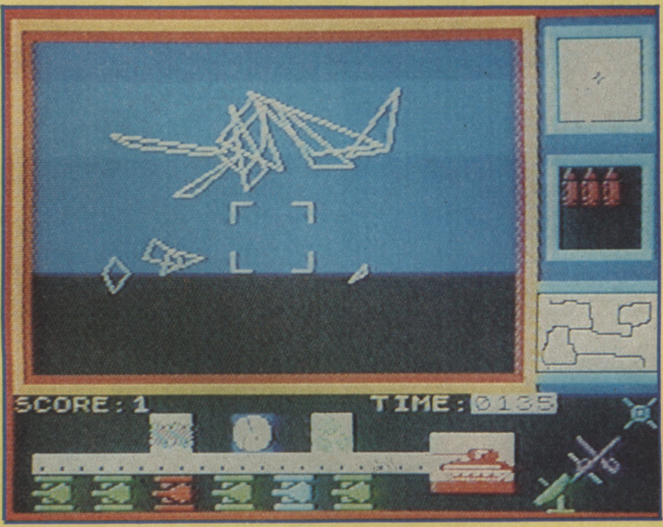
tank is, and Status — this tells you what your currently selected tank is up to.

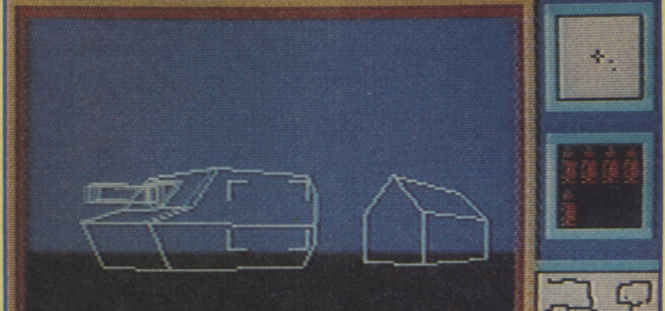
You will notice my use of the phrase 'currently selected tank' this is because you can only instruct one tank at a time — though all the other tanks can be carrying out already pre-defined orders. To select a tank you position your cross on one of the tank Icons (six of them from one to six along the bottom of the screen).

Once you have selected your tank you can instruct it with one of the five instruction Icons. They are: Drop Mine — this is only applicable to the type of tank that carries mines, selecting this will drop a mine in the current position, though don't hang about too long or you'll get hit instead. Battler — this select the route Icon as to and Overland are used with the movement Icon. Selecting the movement Icon Freezes all the action and allows the tank to be directed at a destination.

To do this you select move, and a square will appear on the map. Move the square to the desired position, and press fire. The action will then recommence, and you must select the rout Icon as to whether you want the tank to move overland (more direct, but can be slow for some tanks) or by road (fast, but indirect and can get congested).

The tank will then plod on relentlessly towards that spot, meanwhile you can get back to doing other things. Whilst your tank is moving its con will flash, so you know what is happening.





On contact with the enemy, the radar Icon will flash and you must check all your tanks in turn (selecting a tank Icon causes It, and its near area to be thrown up on the screen). If an enemy tank is in line of sight with one of yours (ie. no trees, hills, or buildings in the way) then he will appear on the screen as well as yours. Alternatively you may find out about him when the message 'Tank number 4 under attack', but by that stage it is usually a bit late as your solitary armoured car is obliterated by five enemy tank destroyers!

If you do spot an enemy fairly close, then plot a path to him with one of the route Icons — wait until you get real close (perhaps dropping a few mines for good measure) — then select battle mode. Battle mode gives you 3D wire graphic picture of the surounding area of your tank, including all trees and buildngs (good for hiding behind). The direction indicator and radar scope come into play now, so that you can see some distance. Once you have found your target it is time to battle.

All tanks carry 10 shells, but tanks have different weaponry and armour — so don't be surprised if two hits from Welsh tank destroyer will wipe out, whilst 10 direct hits from your hovertank don't so much as scratch his paintwork.

The battle sequences are very similar to Battlezone, except that only two tanks can be controlled at any one time. So occasionally you can find a non-moving tank, which will be a sitting duck. Mind you, whilst you are eliminating it and using up all your precious ammo, the real (moving) baddy will be comng up your tail.

There are a number of different arenas, with differing roads, rivers, and ammo dumps, and four different types of tank — though you can't have a mixed group of tanks. These range from the previouslt mentioned heavy tank, to the light and hover tank, which maneouvre well, to the radar transparent stealth tank.

To sum up, this is one of the best tactical (rather than the over used phrase 'strategy') game that I have seen on the Spectrum. And I am looking forward to when it gets brought out on one of the more advanced machines — then it should be incredible!

SR2 — Not a game, not an adventure, not even a Lithuanian radio station. SR2 could be the ultimate computer simulator. Mike Roberts and Steve Phipps examine the beast.

BICTON PARK

SR2 at Bicton Park

SR2

Whilst at the BACTA ATEI show (the one featured in Coin-Op this month, elsewhere in the issue) I was confronted by a larger-than-life American with a transit van — well, it looked like a transit van. It was, in fact, the latest in amusement part/fairground 'rides'.

Broadly based on the technology developed by Redifusion. SR2 is similar in concept to the type of simulator that airlines and airforces have been using for years. The minibus size cabin seats 12 people who look forward at an ordinary film screen. All the seats have seatbelts, so this is no ordinary cinema . . .

The whole arrangement is mounted on a set of hydraulic rams (are you beginning to get the idea yet?), which in turn is connected to a small computer.

Doron Precision Systems Inc (with a name like that, it comes from America of course) make a set of films and cartridges which they call 'swear-you-are-there programmed adventures' (not only are they American, but they come from New York!).

So, that's the theory — a computer throws the occupants around in synchronisation with a film with extremely loud stereo sound.

In practice, it is one of the more interesting uses that I have seen a computer put to use on. We rode with the demo tape. This is a five minute long sequence of some of the 12 programs available to the system.

You start by being towed up a rollercoaster, this is followed by a few dips and loops (being thrown around of course!) and into a tunnel. Out of the tunnel and you are flying in a banking diving aeroplane.

Then comes the Cresta run (at this point you feel you ought to have brought a small paper bag!) with no holds barred as you slide all over the place. Also included is racing in a Mazda RX7 and more roller coastering.

That was only a taster, but it wasn't half good. Other cartridges available, but unfortunately not sampled by us, include more rollercoasters, sports car chases through Atlanta and Paris. Barnstormer, which is a ride in an acrobatic biplane. Carrier Fighter, puts you in a jet fighter — take of, traverse hostile territory, and land on an aircraft carrier.

Starfighter — one I sorely wished that I could've had a go on, battling beyond the stars in deep outer space. Thunder River puts you on the white water through a Texas canyon on a raft.

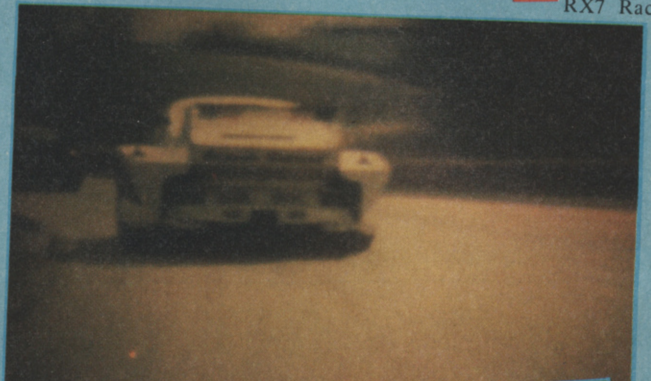
Wild ice is a longer version of the previously mentioned bobsled run. Mountain twister is skiing down a mountainside, and silent depths is a submarine sequence.

Unfortunately most of these are not available in Britain at the moment, so you will probably only find the rollercoasters and the compilation tape available, but you can always hope.

Actually in the machine is a real experience. The front sets are best, because the screen is a bit small. But, apart from that the experience is well worth sampling. The machine can go to 18° of tilt in any direction. 18° is quite a lot, especially when it is very fast. After the show I was getting quite used to being thrown about, but in total darkness, with 50W stereo, and a mad computer trying to shake you up, it can be difficult remembering that you are still on the ground (or at lest within 10ft of it)!

Thanks to the Smiling Lion COmpany and Doron for their co-operation and help.

RX7 Racing



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DONKEY KONG:	Mario must rescue his girlfriend from the ape, who has her trapped at the top of the grid, avoiding, the barrels he throws.
SMURF PAINT & PLAY:	Smurfs will help you create pictures on your screen from any objects.
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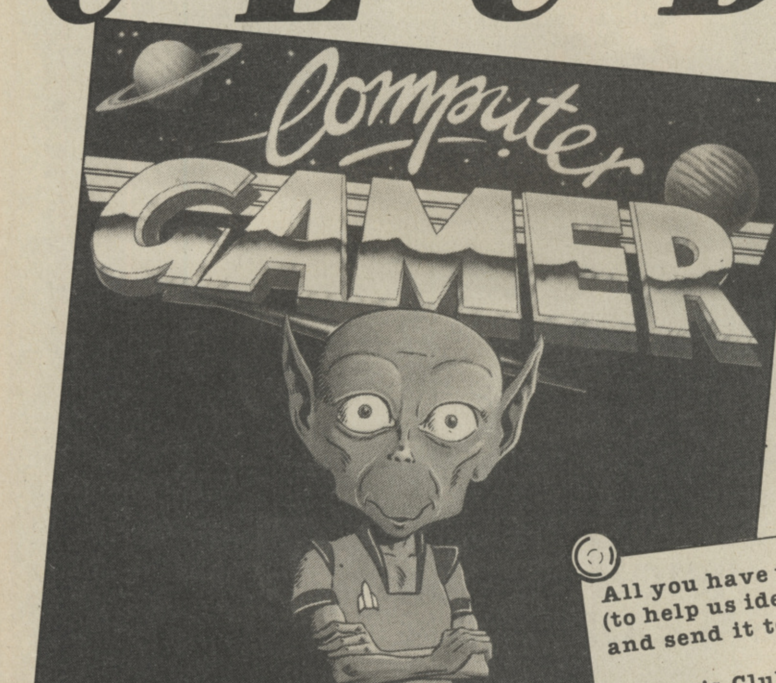

The Computer Gamer Readers Club is a FREE club open to all readers of Computer Gamer. All you have to do is to fill out the form on this page and send it to:

Gamers' Club
Computer Gamer
1 Golden Square
London W1R 3AB.

What do you get out of it? A FREE news letter once a month with offers, club activities and news. The chance to participate in the Gamer Club ratings scheme, this is a scheme where by performing various tasks a member can fill up his membership cards with the ratings (rather like Scout/Guide badges). On completion of all tasks the person is awarded the Master Gamer Award — and can be very proud of himself indeed.

All you have to do is fill in the following questionnaire (to help us identify your particular areas of interest) and send it to:

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Do not enclose any other correspondence in the envelope — ONLY your application.

NAME ....
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.... POST CODE ....
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AGE ....
TYPE OF COMPUTER OWNED ....
ACCESS TO DISCS ....
YOUR MAIN GAMES INTEREST: ARCADE/ACTION ....
ADVENTURE ....
STRATEGY ....
SIMULATIONS ....
OTHER (SPECIFY) ....
WHAT COMPUTER MAGAZINES DO YOU BUY?
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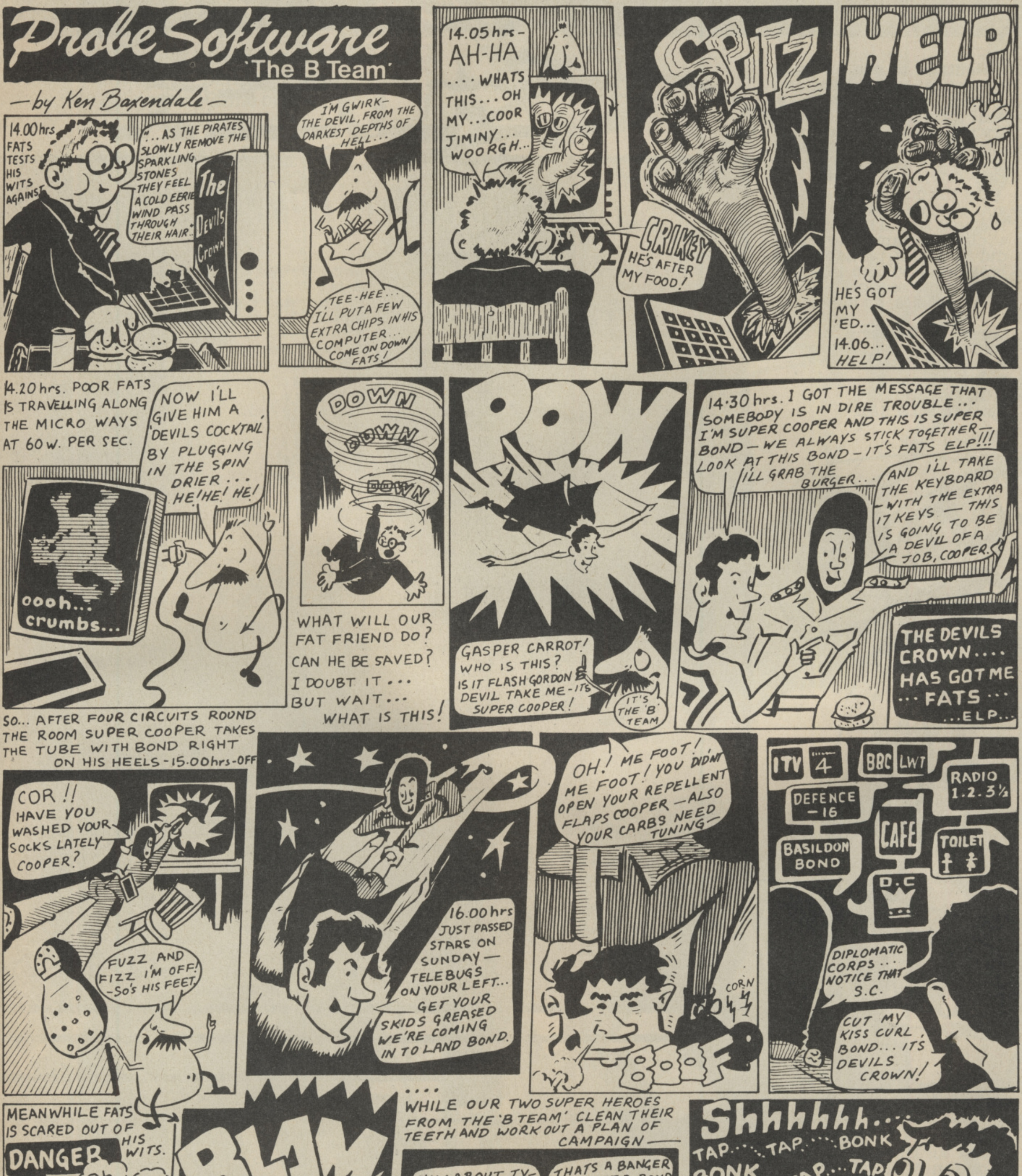
WHAT OTHER MAGAZINES DO YOU BUY?
....
WHAT TYPE OF FILMS DO YOU WATCH?
....
WHAT TYPE OF BOOKS DO YOU READ?
....


Probe Software
'The B Team'
—by Ken Baxendale—
14.00 hrs FATS TESTS HIS WITS AGAINST
"...AS THE PIRATES SLOWLY REMOVE THE SPARKLING STONES THEY FEEL A COLD EERIE WIND PASS THROUGH THEIR HAIR..."
The Devils Crown
I'M GWIRK-THE DEVIL, FROM THE DARKEST DEPTHS OF HELL...
TEE-HEE... I'LL PUT A FEW EXTRA CHIPS IN HIS COMPUTER... COME ON DOWN FATS!
14.05 hrs - AH-HA .... WHATS THIS ... OH MY ... COOR JIMINY ... WOORGH...
CRIKEY HE'S AFTER MY FOOD!
SPITZ
HELP
HE'S GOT MY 'ED... 14.06... HELP!
14.20 hrs. POOR FATS IS TRAVELLING ALONG THE MICRO WAYS AT 60 W. PER SEC.
NOW I'LL GIVE HIM A 'DEVILS COCKTAIL' BY PLUGGING IN THE SPIN DRIER... HE! HE! HE!
oooh... crumbs...
DOWN DOWN DOWN
WHAT WILL OUR FAT FRIEND DO? CAN HE BE SAVED? I DOUBT IT... BUT WAIT... WHAT IS THIS!
POW
GASPER CARROT! WHO IS THIS? IS IT FLASH GORDON DEVIL TAKE ME - IT'S SUPER COOPER!
IT'S THE 'B' TEAM
14.30 hrs. I GOT THE MESSAGE THAT SOMEBODY IS IN DIRE TROUBLE... I'M SUPER COOPER AND THIS IS SUPER BOND - WE ALWAYS STICK TOGETHER - LOOK AT THIS BOND - IT'S FATS ELP!!!
I'LL GRAB THE BURGER...
AND I'LL TAKE THE KEYBOARD WITH THE EXTRA 17 KEYS - THIS IS GOING TO BE A DEVIL OF A JOB, COOPER.
THE DEVILS CROWN.... HAS GOT ME ... FATS ... ...ELP...
SO... AFTER FOUR CIRCUITS ROUND THE ROOM SUPER COOPER TAKES THE TUBE WITH BOND RIGHT ON HIS HEELS - 15.00hrs - OFF
COR!! HAVE YOU WASHED YOUR SOCKS LATELY COOPER?
FUZZ AND FIZZ I'M OFF! - So's HIS FEET
16.00 hrs JUST PASSED STARS ON SUNDAY - TELEBUGS ON YOUR LEFT... GET YOUR SKIDS GREASED WE'RE COMING IN TO LAND BOND.
OH! ME FOOT! ME FOOT! YOU DIDN'T OPEN YOUR REPELLENT FLAPS COOPER - ALSO YOUR CARBS NEED TUNING -
CORN
BOOF
ITV
4
BBC
LWT
RADIO 1.2.3½
DEFENCE -16
CAFE
BASILDON BOND
TOILET
D.C
DIPLOMATIC CORPS... NOTICE THAT S.C.
CUT MY KISS CURL BOND... ITS DEVILS CROWN!
MEANWHILE FATS IS SCARED OUT OF HIS WITS.
DANGER
Oh
Ooor
OH-NO! OUR FAT FRIEND IS WALKING INTO TROUBLE - STOP FATS - STOP!
BLAM
Poof..... FATS HAS HIT MI5s CODE SCRAMBLER!!!
.... WHILE OUR TWO SUPER HEROES FROM THE 'B TEAM' CLEAN THEIR TEETH AND WORK OUT A PLAN OF CAMPAIGN —
HOW ABOUT TYING 40 SIZZLING SAUSAGES TO A PIECE OF STRING AND WAIT FOR FATS TO SNIF US OUT! S.C...
THATS A BANGER OF AN IDEA BOND OR - WE COULD CALL OUT COO-EEE!
Shhhhhh....
TAP.... TAP.... BONK
BONK... TAP... TAP
BONK
HELP
Bax
HAS FATS BEEN COOKED WITH HIS SAUSAGES? IF NOT WILL OUR HEROES FIND HIM... WHAT IS THAT EERIE TAP... GETTING NEARER AND NEARER, WE WILL SEE —

Computer GAMER

All entries to our on-going hi-score competition should be on the most recent form and only one entry per person per form. All entries should be witnessed and forms must be filled in correctly.

In the comments section you can include any points that you would like to make about the game, how you did it, a hint perhaps. The best hints will go into our main hints section.

All entries, as usual, to:

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Hi-Scores
Argus Specialist
Publications
1 Golden Square
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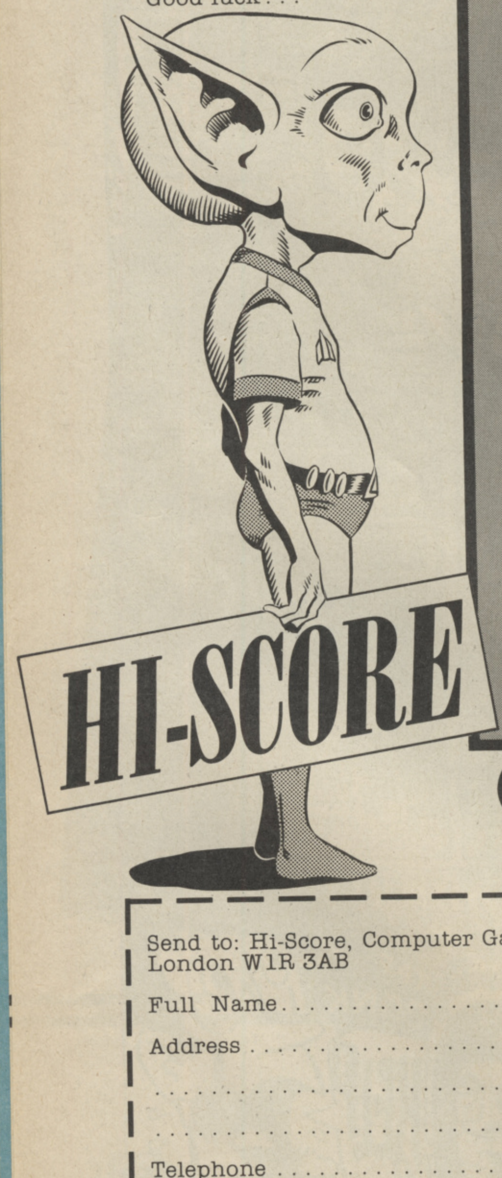
Good luck . . .



HI-SCORE COMPETITION CHART

Game	System	Scorer	Score
Action Biker	C64	Chris Wright	22496
Action Biker	Atari	Barry Dunlop	195333
Chuckie Egg	Spectrum	Ian Harrison	3021010
Chuckie Egg	Electron	Simon Popplewell	579600
Chuckie Egg	BBC	Andrew Neck	2554960
Knight Lore	Spectrum	A Parkinson	98%
Hyper Sports	Spectrum	Phillip Avery	267855
Hyper Sports	C64	Terrence Nichols	131600
Pole Position	Atari	Dominic Anderson	136650
Pole Position	Spectrum	Denis Bicheron	63800
Pole Position	C64	Noel Reynolds	121480
Pole Position	BBC	Gerard Kearney	111450
Elite	BBC	D Codrington	13437772Cr(Elite)
Elite	Electron	Graig Burbridge	824559(Elite)
Elite	C64	Jason Kennedy	428957315
Bruce Lee	Spectrum	Sam Swift	6000000
Bruce Lee	C64	Keith Nicholson	1185650
Dropzone	Atari	Stephen Lakey	1140230
Spy Hunter	Spectrum	Alan Hopley	2720000
Spy Hunter	C64	Chris Beckett	202625
Who Dares Wins II	C64	Julian Bryant	112550
Raid Over Moscow	C64	Lee James	225900
Raid Over Moscow	Spectrum	Lee Tarver	345350
Defender	Atari	Michael Davies	527950
Impossible Mission	C64	P Harkins	31445
Zalaga	BBC	Paul O'Malley	1500810
Frak!	BBC	Paul O'Malley	20000200
Frak!	C64	Gary Hodgkiss	99500
Beach Head	C64	Noel Reynolds	866000
Beach Head	BBC	Glenn Chegwidden	295600
Starquake	Spectrum	Leif Findlay	217671 (70%)
Blue Max	C64	Chris Beckett	16000
Zaxxon	Atari	Simon Jones	119130
Zaxxon	C64	Nigel Morton	131250
Chop Suey	Atari	Alan Wheatley	185750
Sabre Wulf	BBC	Andrew Maskery	301450
Exploding Fist	C64	Simon Johanessen	214000
Exploding Fist	Spectrum	Karl Winterbottom	538200
Exploding Fist	Amstrad	Jjan Larsen	55200
Yie Ar Kung Fu	Amstrad	Derek Bailey	1106800
Yie Ar Kung Fu	Spectrum	Matthew Haire	112800
Yie Ar Kung Fu	BBC	Lee Moran	443100
Commando	C64	Julian Bryant	7015000
Supertest	Spectrum	Stuart Marston	27170
Soul of a Robot	Amstrad	R Messenger	83%
Repton 2	Electron	Simon Popplewell	6009

Send to: Hi-Score, Computer Gamer, 1 Golden Square, London W1R 3AB

Full Name . . . .

Address . . . .

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Telephone . . . .

Age . . . .

Game . . . .

Score . . . .

Machine . . . .

Comments . . . .

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Signed . . . .

Witness . . . .

Membership Number . . . .

(If not applicable, why not?)

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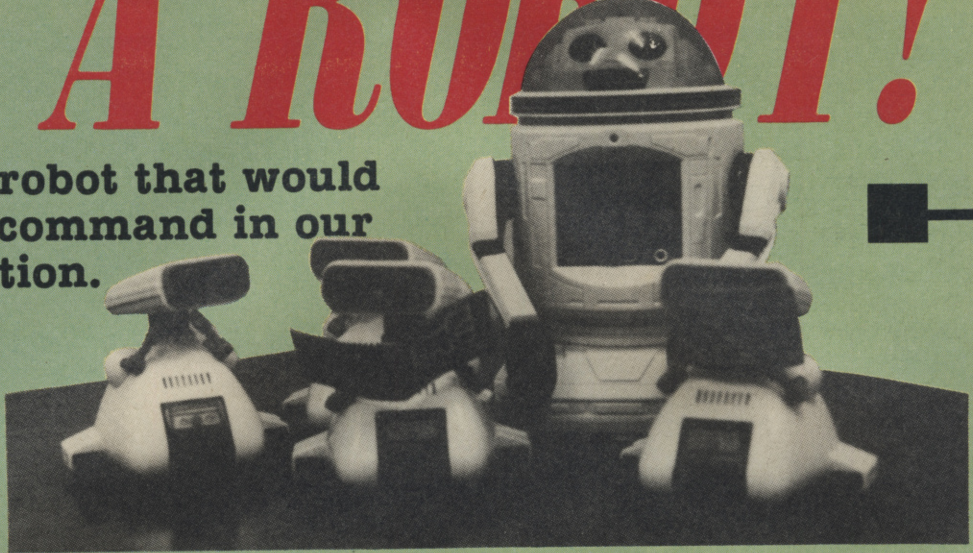

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You could win this fantastic toy by guiding it through a maze. We also have runnerup prizes of 4 smaller dingbots and 20 copies of CRL's excellent Tau Ceti game in either Spectrum or Amstrad format. (Please remember to let us know which type you'll need).

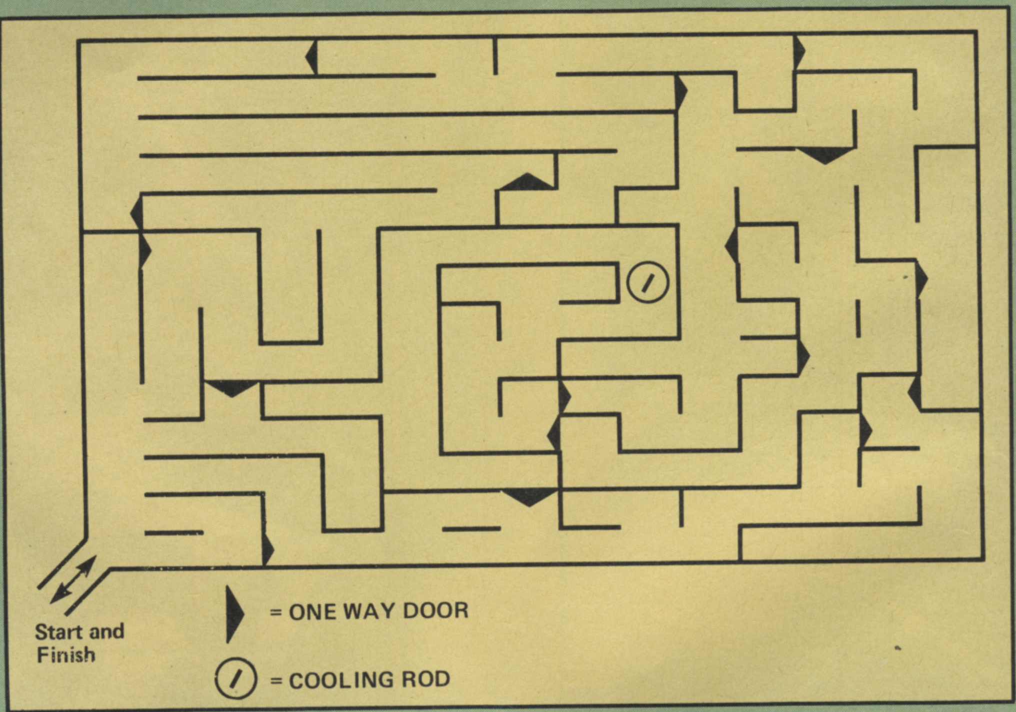
How to Enter

During a game of Tau Ceti (which we featured in our January transmission) you have to battle your way through a planets defenses to get to a substation. Inside you hope to find part of the 20 reactor rods that are spread across the planet. We've tried to imagine the problems that you would face actually inside the substation and drawn a map of what we imagine it to be like.

We want you to study it and guide a Verbot through it to get the reactor rod and then get back out to the Galcorp skimmer in the smallest number of commands.

The commands that you have available are forward, backward, turn left (90 degrees), turn right (90 degrees), flash lights and bleep, stop, pickup and drop.

You can only issue one command at a time and it will continue performing that action until ordered to do something else.



Remember we want the smallest number of commands possible.

When you think you have worked it out write down the sequence of commands you have used on a piece of paper and include it in an envelope along with the entry form below. Then write the total number of commands you have used on the back of the envelope and send it to:

Computer Gamer (Robot)
Competition,
No.1 Golden Square,
London W1R 3AB.

All entries should reach us by March 26th.

Computer Gamer (Robot) Competition, No.1 Golden Square, London W1R 3AB

Name . . . .

Address . . . .

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If a win a copy of Tau Ceti I would like the Spectrum/ Amstrad version.
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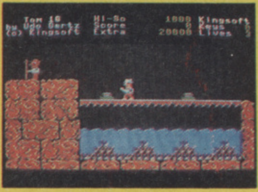
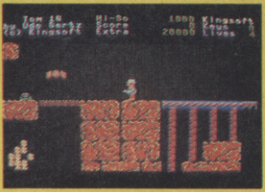
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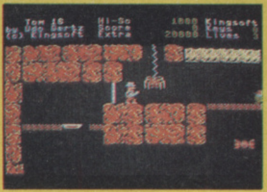
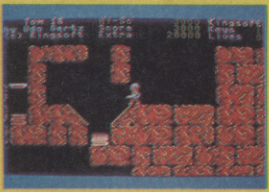

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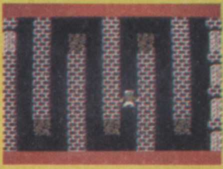
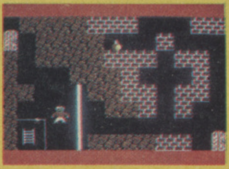
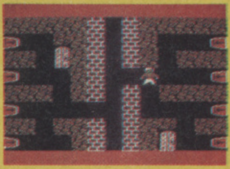

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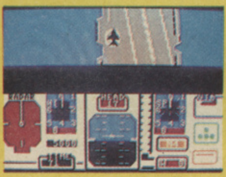

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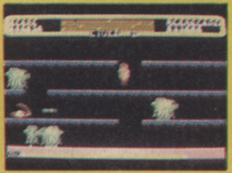

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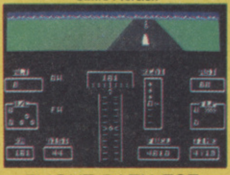

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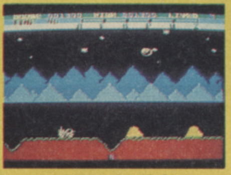

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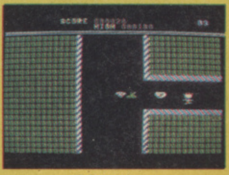

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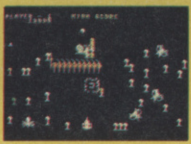

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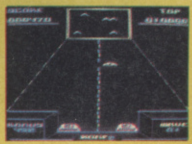

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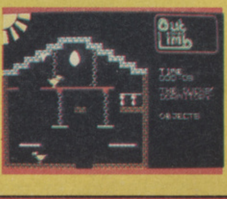

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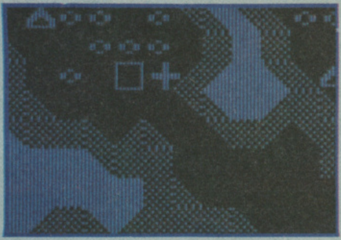
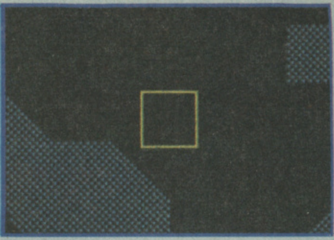
ZOIDS

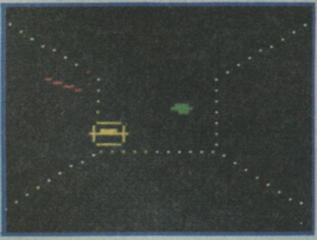
Tony Hetherington merges minds with a spiderzoid to report from the battle front in the war between the Red and Blue Zoids.



Long range map — used for planning moves and selecting base missile targets.



Short range map — shows a magnified area around your zoid including enemy red zoids. Also used for targetting your own missile attacks and for identifying enemy zoids.



Enemy missile attack — When enemy zoids attack you must gun down their missiles on this 3D screen. Any that get through will damage your zoid.

Scanner — used to find and locate zoidair pods and pieces of Zoidilla.

Zoid I.D. — by moving a cursor on the short range map enemy zoids can be identified.

Move — moves your zoid in required direction.

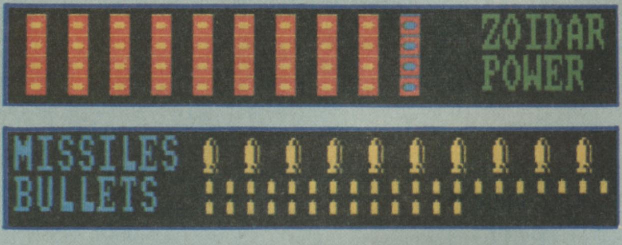
Information — distinguishes the blobs on the long range map into city domes, mines etc.

Status — used to select the data displayed in the information window.

Guns — Displays the defensive 3D gun display. This is pointless since this appears automatically whenever you are attacked. You will never use this icon.

Missiles — used to launch a missile strike that must be guided to their tasrget through a 3D display.

Radio Base — select this to call a missile strike from blue zoid base. This is also supposed to be used to despatch a spacecraft to pick up pieces of Zoidzilla but this happens automatically.



ZOIDAR POWER

MISSILES BULLETS

DAMAGE SUSTAINED 70 PERCENT

Information window — displays number of zoidair power units left...
Or — the number of guns and missiles remaining...
Or — the damage inflicted on your Zoid...

The deadly Zoid wars were reaching their terrible climax as mighty fighting machines battle for the cities of Zoidstar.

One human is stuck in the middle, that human, is you!

The battle between the Zoids has raged for countless years ever since a meteor storm wiped out the living Zoidaryans leaving only androids to control the Zoids.

When the meteor storm struck it also isolated a battleforce of Zoids kept in space by the Zoidaryans and the Cruiser carrying them crashed on a cold icy blue moon.

These Zoids soon transformed and mutated into boiling heat gorged machines hellbent on revenge. Then, led by their leader, Redhorn the Terrible, the red Zoids returned to Zoidstar where they quickly swept the blue zoids out of the ten great cities.

Now the blue Zoids united and built Zoidzilla, a machine to challenge Redhorn. They even found a marooned earthling well known fo their cunning and battle skills (you!) to merge with it and victory seemed certain until a stray enemy missile shot down the ship carrying Zoidzilla into battle. Zoidzilla was smashed into pieces which the red Zoids quickly hid in their cities.

Now you are alone between the Red Zoid cities. You find a small Spiderzoid and climb into its capsule and merge minds. Your mission is to find the pieces that once were Zoidzilla. If you manage this, Zoidzilla will be rebuilt and together you can seek out and destroy Redhorn the Terrible.

The Enemy Zoids

Hellrunner — Although they have no missiles and therefore can't attack you they patrol the city networks. If attacked they quickly run for help in the shape of Spinebacks.

Slitherzoid — These carry raw materials between the mine, power station and city domes. They do carry guns and missiles but if you manage to destroy one you may be able to pick up some Zoidair power pods or extra missiles.

Spineback. — These are kept in the city domes waiting for Hellrunners to raise the alarm. Then they will attack you with so many missiles that only the quickest arcade reflexes will save you.

To add to your problems Spinebacks, Slitherzoids and Hellrunners are all replacable by city domes that have both power and raw materials.

Serpent. — Each city network has a Serpent which has a set patrol. So you should learn its path and avoid it at all costs until you get a bigger Zoid.

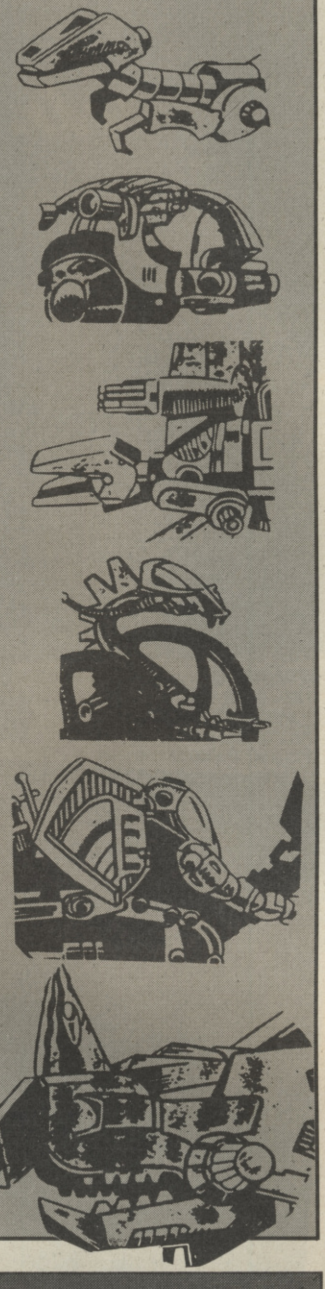
Mammoth the Destroyer. — Meeting Mammouth in a Spiderzoid is definately ''game over'' time.

He normally patrols the passageways between the city networks but will come if alerted by a radio beacon.

Redhorn the Terrible —

Finally, and by no means least, is the Red Zoid leader, Redhorn the Terrible.

Redhorn also patrols between the city networks and will head straight for you if alerted by a radio beacon.

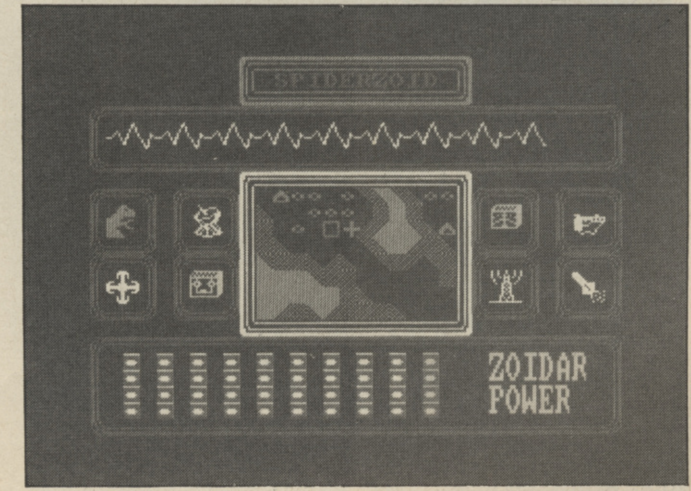


Spiderzoid

You begin the game in the command capsule of a Spiderzoid your mind merged with it by a neuroemphatic reflex arc.

Through the screen displays the Zoid projects its experiences into your mind and through the joystick or keyboard you try to control its actions.

It is important to your survival in the game that you quickly learn to interpret the use of the icons and information that appears on the screen since this is the only view of the planet you will see. At times it seems somewhat fragmented but with practice it does provide you with a complete picture of what's going on.



The screen display consists of 8 icons that can be selected by moving a cursor over them and three information windows. Selecting the icons allows you to identify enemy zoids, move between and around the cities, call up information on map features, scan the area for pieces of Zoidzilla, check your energy, damage and weapons status, fire your defensive guns, launch your offensive missiles and even call up a missile strike from blue zoid base.

Selecting any of these icons will use or display information in two of the information areas one is a bar across the bottom of the screen used to show missile and damage levels and the other a central map area which basically shows either a long range map of the area around the zoid or a more detailed short range map which even shows the position of enemy zoids that have been detected.

If you select the move icon a cursor appears on the long range display showing your present position which can be moved in the direction you want to go. Pressing fire registers the order and the Zoid lumbers along the desired route leaving you free to examine possible targets or identify enemy zoids that are straying into range.

The third information area lies across the top of the screen and constantly displays a signal that represents the Zoids state of mind. The signal will speed up as the Zoid feels more threatened. It's important to keep an eye on this as if the Zoids becomes particularly unnerved it will ignore your requests and retreat to a safe distance.

When you launch a missile attack on a target selected from the short range scanner you must guide the warhead through mountains and valleys to its target by following its progress on a screen that replaces the map area. Should you make a mistake and either miss the target or hit a mountain then the missile explodes harmlessly. This again requires practice as you begin your mission with only ten missiles.

Another screen appears when an enemy zoid launches a missile attack against you. This appears as a 3 dimensional tunnel through which the enemies missiles approach. Using your gun (which doesn't have any sights) you must shoot them down before they reach you as any that get through will increase the damage to the zoid by 10%.

Once you've mastered the Zoids controls you're ready to attack the cities.

The Cities

The Red Zoid territory consists of ten great city networks set in mountain ranges connected by mountain passes.

The six pieces that once was Zoidzilla are hidden in 6 different cities in different city networks.

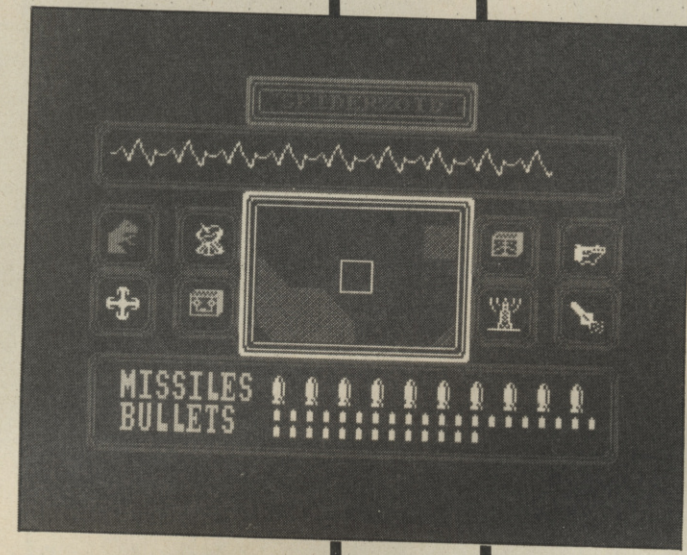
There are eight cities in each city network and each is defended by a city dome which is inpenetrable to your missiles and scanners. To add to your problems there is also a radio beacon that will warn Redhorn of your attack, a mine which provides the raw materials for red zoid production, a power plant to power the city and numerous enemy zoids poised to attack you as soon as you make your move. Your troubles are completed by the cities themselves that contain massive construction plants that build more enemy zoids to attack you that are beyond your reach under the powerful dome forcefields.

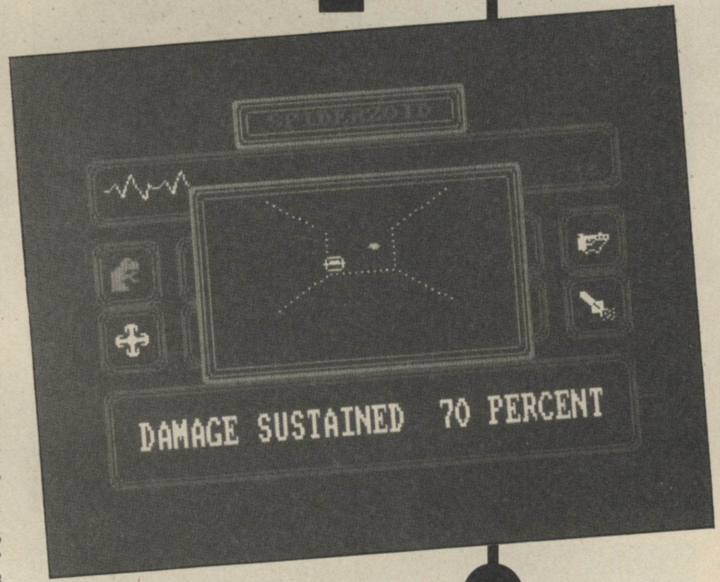
The Zoids that inhabit the city vary in strength and numbers from the small longlegged Hellrunners to the fiercesome Serpent. In between these scout and killer Zoids are the Slitherzoids that carry supplies from the mine to the domes and Spinebacks that are kept on stand-by inside the domes until altered by Hellrunners.

There is also one deadly Serpent Zoid per city that patrols looking for intruders and is usually enough to handle most threats to the city. However if you cause enough trouble then the city will use its radio beacon to summon either Mammoth the Destroyer or Redhorn himself to destroy you.

Hints

At first sight it seems impossible to destroy a single city dome even though your mission is to destoy enough of them in ten cities to find all six pieces of Zoidzilla!





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Your problems are considerable and you can't afford to add to them by restarting the game every time you've been destroyed. This is because the position of the Zoidzilla pieces are different every time you play. Consequently if you manage to take out one city network only to find nothing in one game it might be a key location in the next.

The answer is to use the games save option as soon as you've practiced the Zoids controls and then again whenever you conquer a city network. This not only avoids having to restart the game should you be unlucky enough to walk straight into Redhorn the Terrible it also fixes the locations of the Zoidzilla pieces so that you can learn from your mistakes.

However before you can find a piece of Zoidzilla you will have to find a way of destroying a city.

The power source of a city is also its weakness as although the power station cannot be destroyed it can be attacked. When this happens it diverts its powers to defend itself and leaves the rest of the city vulnerable. This diversion of power is only temporary so you have to act quickly.

The tactics I have found useful are to use the radio icon to call a missile strike on the power station from your base. This takes about 30 seconds to strike which gives you plenty of time to get in position, dodge zoid patrols so when the power station is hit you are ready to launch your attack.

With practice you have time to launch 3 missile strikes before the forcefields return. Then simply order another strike.

In the meantime you should move over the wreckage and use your scanner to check for pieces of Zoidzilla. You probably won't find one but you might find a zoidair power pod instead that you may replenish your missiles to allow you to continue your attack.

Should you find a piece of Zoidzilla this is returned to base and as a reward you are merged with a new more powerful Zoid.

As you progress through the game you will pass from Spiderzoid to Scorpozoid, Trooperzoid, Tank, Great Gorgon until finally the Mighty Zoidzilla and a battle with Redhorn the Terrible.

As you progress through the Zoids you will gain more missiles, guns and strength with which you can fight the red Zoids until then you should try and observe their patrol patterns and avoid them as a Spiderzoid against a Serpent is not an even contest.

Conclusion.

Zoids is an excellent game combining the skill of a strategy game with the need for arcade reflexes.

Initially it seems impossible to even survive for more than a few minutes but then you will gradually get used to the Zoids controls and begin your assault of the city networks.

After several attempts you'll find a piece of Zoidzilla and be merged with a more powerful zoid. Then another piece will follow, and another until you meet Redhorn in battle.

The graphics are good particularly the use of windows that appear on the screen at a bewildering rate.

All this combines to form a game that will have Spectrum, C64 and Amstrad owners battling Zoids well into the night.

Zoids is published by Martech and costs £7.95 for all versions.

PLANET RATINGS

Originality	●●●●●
Graphics	●●●●
Use of machine	●●●●
Value for money	●●●●

STAR RATING
NOVA

BETWEEN THE COVERS

Jane Naylor presents her selection of this month's games books.

New Adventure Systems for the Spectrum
S. Robert Peel
£3.95

Here is an adventure book that is good value for money. It contains 6 major adventures systems, all of which can be expanded to become more difficult or to contain new and different scenarios.

The 6 systems are: "Preset Fantasy System," "Warrior Mage System," "Tribe System," "Preset Future System," "Fangmole Tunnels System" and "Anarchic System." There are also chapters inbetween describing the major aspects of adventure programming, such as how to structure your game, mapping for programmers and players, saving memory and adding graphics.

Each section is laid out in the same way. First, there is an overall introduction, describing the type of program, what it covers and how it can be expanded. Next comes the core program, which is the heart of the system. Here it is explained firstly how to play and then how the listing has been designed and built up, in a line-by-line code description. The playing instructions here are very full and well expressed, with a number of helpful diagrams also provided, much more than a lot of books contain. Also the line-by-line descriptions are fuller than usual and actually give quite a clear demonstration of how the structure of the game has been developed.

The listings are photographed directly from Spectrum printout, so they tend to be a bit uneven and blobby, which gets to be a bit of a strain after a time. I think the author's recommendation that you back up every twenty minutes when keying in is definitely a good idea!

Once you have keyed in the listing there is a short section on "Hints on Play" which provides a few hints and tips in case you should get stuck. Then follow several parts, complete with listing, that you can use to expand and develop the adventure as you want.

This book is well worth recommending. It contains several adventures (which is rare in a book of this sort) and it is well thought out, giving a lot of help to the hapless programmer and plenty of useful information that should come in handy later over many hours of games writing. It is very good value for money and Spectrum freaks should definitely give it a try.

A FONTANA ORIGINAL
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More Arcade Games for your Commodore 64
Brett Hale
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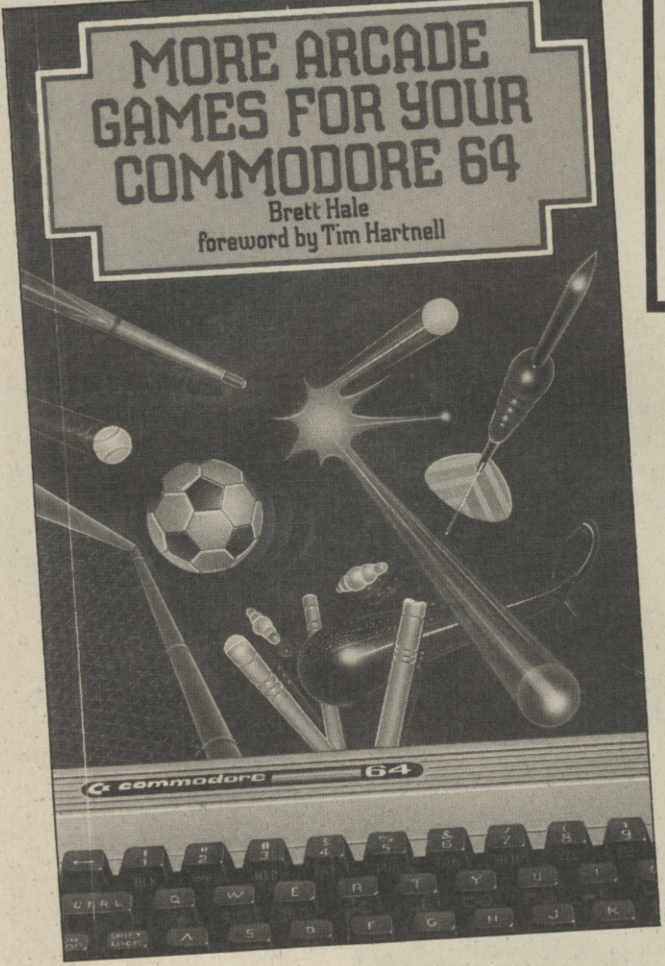
This book is a follow on from the author's previous title. Arcade games for your Commodore 64, and carries a foreword by no less famous a person than Tim Hartness (who seems to get his name everywhere these days).

There are ten games featured here, which is not very many, considering some of the omnibus editions that are now around for the 64. However there is quite a nice selection. You can choose whether to dodge a hail of boulders as they hurtle towards your space ship in "Speedy Boulders" or you can climb ladders and jump over barrels that a mad lizard is hurling at you as you try to rescue your beloved from his clutches. Other themes are a variation on Pacman (surprise, surprise), foiling



a nuclear attack, beating the pinball machine and a few others.

The instructions are adequate but a few more ideas would have come in useful here. For example, it would have been nice to have some programming tips to show how the programs were built up, and perhaps some tips for people to develop the programs further.

Something else that the book lacks are screen shots, which are always useful to give you an idea of what you're aiming at. Still, it has some nice illustrations to brighten it up a bit.

The coding is printed out direct from a Commodore printer and contains all the special Commodore graphics characters. This makes the listings much easier to key in than with books that use other printers and then resort to odd codes to indicate the graphics characters.

The programs are not too taxing, about 6 pages long each, and clearly reproduced.

I couldn't say this book is particularly good value for money, but it's short, simple and might be a good book for anyone just starting out on getting to grips with their C64.

The Adventurer's Companion

Mike and Peter Gerrard

£3.95

Duckworth

If you are frantically frustrated by The Hobbit and some of the other big adventure games, you will welcome this book. It is a boon to everyone who has ever got totally stuck at one point in a dastardly scene and feels like selling their auntie to find a way out.

The games covered are four of the biggest: The Hobbit, Colossal Cave Adventure, Pirate Adventure and Adventureland, and the authors claim that 100 per cent solutions are provided. Quite a lot of thought has obviously gone into the planning of the book and it has been carefully laid out so that you can look up the answer to a specific problem without anything of the rest of the adventure being given away.

For example, with The Hobbit, all the answers are collected together in an alphabetical index at the front of the section. Therefore, if you can choose the goblins' dungeon, the butler of the Elvenking and so on, and go straight to the page containing the solution.

There is a word of warning — these are the REAL answers, not hints or clues, so only read the answer if you are absolutely stuck and want to get out of the situation.

The end of the book contains an appendix of maps of each of the four adventures, but again it's not really a good idea to look at them unless you absolutely have to.

What do you do when you find yourself with The Rusty Axe in your clammy palm, or looking for The Oily Slime? Turn to the right page and all will be revealed . . . I think the only complaint I might make about this book is that it takes it all so seriously. We play adventures for fun but the tone is so solemn and grave — I'd have thought the authors could have relaxed and enjoyed themselves a bit. Maybe they just spent too many late nights sitting up wrestling with the terrible traumas of Pirate Adventure!

Never mind, it's a good idea, as anyone who has ever written in to their favourite magazine in desperation will no doubt agree. Whether you are going to stick at it and get there the hard way or cop out using a book is, of course, up to you . . .

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Battle Bird

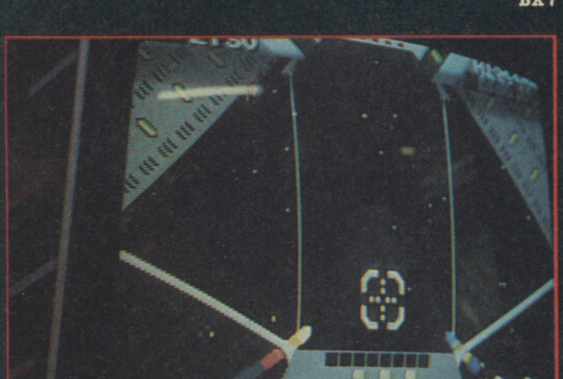
COIN-OP CONNECTION

The Amusement Trades Exhibition is billed as 'The greatest amusement show on earth', certainly a lot of new games and some new trends were launched on to an unsuspecting public. Mike Roberts played the games and Gordon Hamlett took the pics.

Strike Avenger

ENERGY
PANIC STOP: PRESS BOTH STARTS TO CONTINUE

BX7



The ATE is the biggest coin-op trade show in Britain and possibly Europe — filling up a large part of the Olympia exhibition hall. All the biggest names in arcade games were there — Atari, Konami, Sega, Tatsumi and Electracoin. And what were they showing? The latest stage in the development of the coin-operated game — the cockpit simulator.

What's one of those I hear you ask? Well the first games came in stand up units, then the pub table type came along, and then the sit-in cockpit unit. The simulator module is based on the sit-in type (ie. it has a seat), but the whole thing is mounted on a swivelling pivot arrangement, where the movements of the unit will actually follow the movements of your joystick! — imagine playing Star Wars and when you push the joystick down the whole unit (with you in it) dives forward. Luckily most of the units I tried had built in safety harnesses to stop you falling out — a definite problem with some of the more violent games tried. These systems are based on a cut down system that airforces use to train pilots — expect to see a lot of units like this in the future.

Sega's latest game is called Space Harrier and features the Simulator type cockpit as an option so you may or may not have that version, depending on your arcade. The idea is that you are a man that is trying to free the Dragon Land from the 'barbaric and evil creatures' that have occupied the area. The game is basically of the shoot anything that moves, and if it doesn't explode get out of the way, type — but the graphics are extremely good, and the 3D effects are quite good. The machine itself is controlled by a 68000 processor with two 8 bit processors as well. The program is 448K long and the graphics data takes up 1152K! The graphics display is 320x224 with 32000 colour combinations and to drive all this it has 192K of RAM!

Thinking of 3D, a new space game from Irem is called Battle Bird, and uses their revolutionary 3D Vision system. This gives players, for the first time, a true 3D colour game.

The way it works is similar to the red/green system from some years ago. That works by allowing your left and right eyes to see different pictures. The 3D Vision system is similar in that it has two monitors mounted at 90° with a half silvered mirror to bring the images together. Each monitor has a polarising filter in front of it. The viewer that you look down (in a similar manner to Battlezone) has a re-polarising filter in front of each eye that will split up each image again.

It all sounds very complex, but the end result is really impressive, the photographs obviously can't give over the 3D effect (they are, in fact, shots of what you would see through your left eye), but when you play it, the full benefits of this are realised and the screen seems to be about three feet deep! and the aliens come straight at you through the screen! This is the best example of the 3D effect that I have ever seen — words fail me, you would have to see it to believe it.

The game itself is a fairly straight forward space game with various nasties, motherships, bonuses, double fire power etc. But of course, it's all in 3D!

On the Tatsumi stand was a two player football game called World Cup Soccer, using a Trakball to control the players. The game has very good graphics, that show about a third of the screen, there is a map to one side that shows the position of all your players. The game I saw was in the table top format, with one controller on each side od the centrally mounted screen. Other versions may appear.

Two new games make their appearance from Bally, Stomper and Strike Avenger.

Stomper is an interesting game due to its control method. The game has a screen divided up into nine squares. In the middle square is a piece of cheese. Insects run up to the cheese and take bits of it.

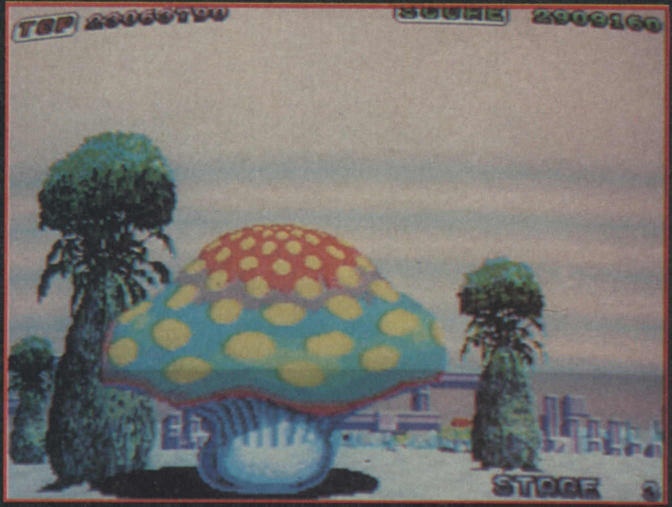
To stop them you have a mat on the floor divided into nine pads. You stand on the middle pad and wait. When an insect appears you jump onto the square corresponding to its position. A footprint and a splat appears where the insect used to be — and the points are racked up. As the levels change, so do the attacking animals, including cockroaches and rats, all of which make a satisfying splotching noise!

The second game from Bally is Strike Avenger and is a cockpit simulator type. This cockpit was one of the most maneouverable of the ones that I tried, and the seatbelt is really useful as you can almost stand it on its nose!

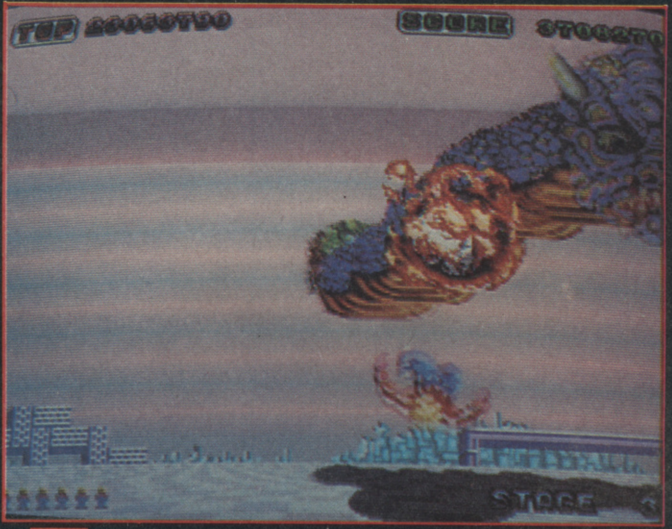
One extra feature of this cockpit is a panic button, where the machine will freeze in its current position — but make sure you are upright!

Again the game is based around a space theme with banks of lasers and missiles at your disposal. Multiple hits on the bad guys will knock them into oblivion. An interesting extra is illuminated indicators around the edge of the screen for status information. Once playing this game, one lit up with 'Overheating' written on it, and the screen said 'Emergency stop, will all players leave the game please', mind you I was playing it pretty hard!

Well that just about wraps it up for the ATEI show, thanks to Tatsumi, Dieth Leisure, and Electracoin for letting us disrupt their extremely busy stands during the show.



Space Harrier



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THE TROLLS TAVERN

This months busy tavern includes a feature on breaking adventure codes.

Greetings brave adventurers, rest a while and enjoy this months helping for adventure enthusiasts.

In the following pages you will find an in depth review of Mastertronics joystick adventure, Master of Magic, another helping of Dungeon Dressing, a special Tavern offer on CDS's Castle Blackstar, a bumper hints section featuring the Fourth Protocol and of course another of our popular "Heroic Warrior", paper and pencil adventures. This month is in fact the second part of a fantasy quest that began with a Magician's Curse. Science fiction fans should tune in next month as we head for the future in "Starforce Captain."

Questionnaires

Thank you to everyone who has taken the time to send in a questionnaire. We're still sifting through all your views and will present our findings soon. Until then here's just a sample of the different tastes that we try to cater for.

Lynn Leech from Lancashire writes . . .

"The vast majority of people who play adventure games are adults and do not wish to be treated like children. I am not interested in being an 'orc-slayer' but in matching my wits against the complex puzzles to be found in most adventures.

In your questionnaire I have said you should have 6-8 pages devoted to adventuring in your magazine. I do realise you sometimes have as many as this, but, they are not all devoted to adventures as a lot of it is given to F.R.P. which I am not a fan of.

After all you are called Computer Gamer."

The F.R.P. in question 'is the fascinating hobby of playing roleplaying games. Although this is strictly outside the field of a computer magazine it was definitely worth the few pages we gave it as we feel

THE NECROMANCERS TOWER

1. Welcome to another Heroic Warrior Adventure. You will need paper, pencil and a six-sided die to play. All you need to do is to follow the paragraphs as directed. Combat is based on two numbers, a strength rating and some life points. These are represented in the text as SR/LP. You roll one die and add the total to your SR. Now do the same for your opponent. Whoever has the lower score loses that particular round and subtracts two points from their LP total. Combat ends when someone's LP total reaches zero. You start with an SR/LP of 8/20.

   This game continues from last month's adventure. You are trying to help a friend who was turned into a frog by an evil magician. A benevolent wizard agrees to help you if you can find six trolls' teeth and a ring of invisibility. You already have the teeth and have a total of 486 gold marks left from your previous adventures.
   Go to — 19.

2. The path forks here. To the north, a small trail leads towards the cliffs whilst the main path continues east up a hill towards the tower.
   To go N — 51
   To go E — 10
   To go W — 25

3. There is a flash as a cloud of sleep gas is released. Roll a die.
   If you roll a 6 — 31
   If not — 39

4. Your money is lost forever.
   Go to — 41

5. You are powerless against the potent magic of Belmorton. He casts a charm spell over you and you must now obey his every word until your dying day.

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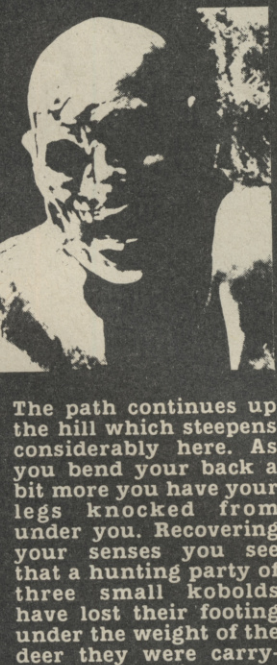
THE NECROMANCERS TOWER

6. You hack through the web and get the shield. The front is highly polished and you can see your face reflected in it. Subtract 1 from all your opponents' die rolls. You make your way back to the main path.
   Go to — 58

7. The door opens into a large, draughty hall. Stairs lead off to the east and another door to the north.
   To go up — 14
   To go N — 46
   To go out — 64

8 You have 200 marks now.
   Go to — 41

9. The study contains a desk with the Necromancer's current research details on assorted bits of parchment. Whilst it means nothing to you, you do find details of how to operate a secret door in the library.
   To return to the library — 57
   To return to the laboratory — 49



10. The path continues up the hill which steepens considerably here. As you bend your back a bit more you have your legs knocked from under you. Recovering your senses you see that a hunting party of three small kobolds have lost their footing under the weight of the deer they were carrying and rolled into you. They are now reaching for their long knives and you must fight each of them in turn. They all have an SR/LP of 7/7.
    If you win — 60
    If you lose — 55

11. The potions react violently with one another. You start off with terrible stomach cramps which spread

that a lot of those who enjoy adventures will also enjoy the challenge of roleplaying games. Where you may be faced with similar problems.

The same is also true of Play By Mail games. One such PBM fan is Phil Shulkind from London who has played in the following games in the last 2 years. Vorcon wars (5 games), Starlord (2 games), Earthwood (2 games), and Starweb, Starmaster and even Californian based First Light. Phil a real fanatic writes . . .

"I can assure anybody with doubts about becoming involved in PBM games that they will not regret trying it out.

Personally I'd rather spend an hour or two deciding what to do in a PBM game than staring into a television screen (although I've got dozens of games for my Spectrum).

I can recommend all your readers not to hesitate but have a go now!"

Anybody who wants to have a go at a PBM game would do worse than to take advantage of our special offer game of It's A Crime that is being run by KJC games. Not only would you be joining a game along with other Gamer readers but also the Gamer staff and some other PBM companies as well.

Incidentally PBM Update will be back next month with a special report from the first ever PBM convention.

Someone who definitely likes being known as an orcslayer is an adventurer who writes under the name of Karth Demonslayer. This month Karth opens up the old argument whether arcade adventures should be included in the Tavern . . .

"Although I find these good and interesting to play, I don't think they quite come into the adventure category. True, they involve movement from location to location but they don't possess the same depth and atmosphere that a good 'straight-down-the-line' adventure can produce. Text adventures are all about using your imagination to conjure up images in your head of the world you are exploring, like reading a book. The presence of comparatively crude computer graphics and perhaps beeping sound effects can shatter this illusion."

Finally Karth also adds . . .

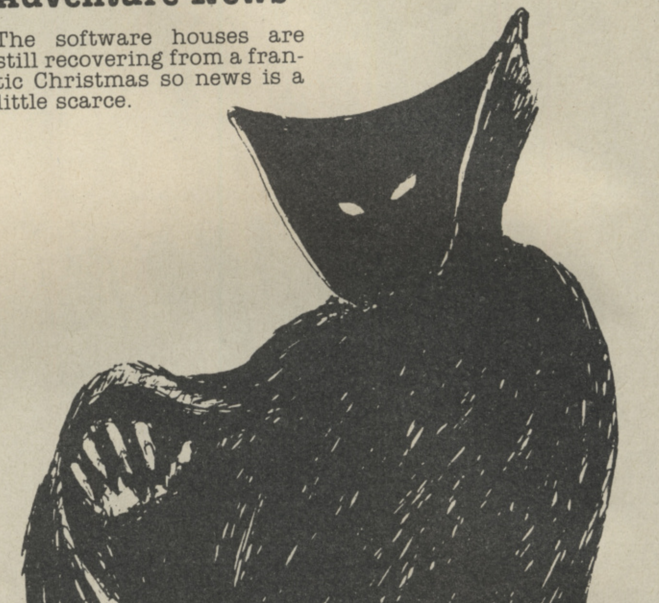
"I generally find the Fighting Fantasy game books a bit dull but I still enjoy the Heroic Warrior adventures and it's good to see that you reserve some space for roleplaying games which I also enjoy very much."

This is where we came in.

What do you think about any of the points raised? Are games such as Swords and Sorcery, Master of Magic, Wizardry adventures? After all they all involve exploration for treasure and even combat involving spells.

Adventure News

The software houses are still recovering from a frantic Christmas so news is a little scarce.



Good news for Amstrad owners is the release of a version of the excellent Spellbound for their machine. Spellbound is one of Mastertronics MAD range of games and is an adventure using windows to select your commands. Spellbound was featured in a recent transmission of Gamer and costs only £2.99!

At the opposite end of the price range is the news of another Infocom adventure. This one is to be called Ballyhoo and is a beginners level challenge and is an introduction to the detective series that includes Deadline and Suspect.

Next months Tavern will include a feature on adventure writing programs plus news of an exciting competition. Until then, happy adventuring.

A Code in the Head

For many adventurers there lurks a hazard more dire than any orc and more tenuous than any wraith.

A thing possessed with a power greater than the most ferocious dragon to bring the game to a grinding and ignominious halt.

I refer to that grim twenty-six headed monster known alike to friend and foe as The Code.

Most of the codes used in adventure games, however, are really very simple once you get to know how to approach them. They are nearly always based on the simple substitution of one letter of the alphabet for another, and usually based on shifting thye alphabet one or more places to the left or right.

The simplest form of this is A=B, B=C, C=D etc. — too simple for any self-respecting adventure programmer! But even much larger displacements are very easy to crack if you go about it methodically. The simplest method is to try all twenty-five displacements until the message makes sense. A rather laborious process, you may be thinking. But why keep a computer and do the donkey-work yourself? The short listing shown on this page will allow you to type in the coded message, input any displacement from one to twenty-six and see the result immediately displayed on screen. You can also use this for encoding your own messages. In fact I first used a version of this programme for encoding a solution sheet for one of my own adventures so that the solutions would not be read by accident.

If you use the programme on a coded message and none of the displacements work, then you know that the letter substitution has been made on some system other than simple alphabet-shifting. There are many such systems. One of the commonest uses a keyword. Let us say that the keyword is GAMER, then:

A = G
B = A
C = M
D = E
E = R

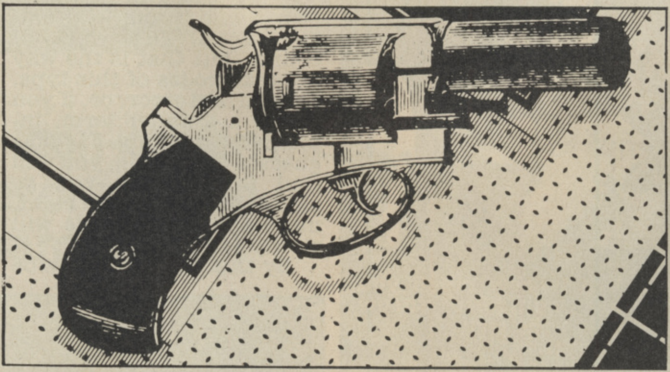
The remainder of the alphabet is then fitted in as in a normal five-letter shift — but, of course, leaving out the letters G A M E R. (So F does not equal A since A is in GAMER, but F=B, G=C etc.).

Most adventurers can solve a simple alphabet-shifted code with a little perseverance. But once something more complex — like the example above — is used, many give up in despair. A case in point is Melbourne House's Sherlock. There are three encoded notes in that adventure, all found in the same place. Time and again I have heard and read people saying "I have been getting on well with Sherlock up to now, but the coded notes have me completely stuck."

ADVENTURE

Now there are two codes used in Sherlock. One has a slight twist in it, but neither of them is particularly difficult. The point is that they are not simple alphabet-shifting codes. Many adventurers, having tried every possible shift, give up in despair. Either they are not aware of other kinds of codes, or they feel that they are "impossible" to crack because it would be so difficult to work out the key to them.

There is some truth to this last point. You would have to be very lucky indeed to work out, or stumble on, the key to a code that was not a simple shift — in any case, it might not have a key, it might be quite random. But — and we call this the First Rule of Codebreaking — YOU DO NOT NEED TO KNOW THE RELATIONSHIP OF A CODE TO THE ALPHABET IN ORDER TO BREAK IT. It helps if you can work it out, of course. But it is not necessary. In fact it is quite possible to break a code made up entirely of abstract symbols with no alphanumeric characters at all. Players of Sherlock who have done their homework will remember that Holmes himself cracked just such a code in "The Adventure of the Dancing Men."



How do you break this sort of code? Just the way Holmes would: by observation and deduction. There are a few helpful rules, but there is no set method. You must look carefully at the coded message, see what you can deduce, and then form hypotheses and try them out. The best way to explain this is by example, so let us take the more difficult of the two codes in Sherlock. I will not crack it for you, but I will show you how to get started. The code comes to us in the following note:

DSWYP
GSUVCUVKSUP CSUX GSIC
PPYR GPI UVK KS ZKCYVK
ILK KS WXSPO
ZRD PPYL Y.V.L.

There are, as I mentioned before, a few rules which can help us. One is the frequency with which letters occur in the English language. 'E' is by far the commonest letter, followed by 'A'. If we had a whole page of code, we could say almost certainly that the letter occuring most often was 'E'. In a small snippet like this, however, we cannot be so sure.

Let us begin by looking closely at the note and seeing that we can observe. One striking feature is that two words being with 'PP'. This is unusual because very few English words begin with any double letter although lots of English words end with double letters. If there was only one, we might suspect some obscure word or name. But since there are two different words beginning with double letters, it is a fair guess that either the whole message or else the individual words are written backwards.

Next we observe that there are four three-letter words in the message. It is very likely that one of these will be 'the'. Since we know that 'th' is one of the commonest two-letter combinations (being virtually a separate consonant in itself) we can check to see if the first two letters of any of the three-letter words occur elsewhere in the note (only since we suspect the words to be written backwards we will actually check for the last two letters of each three-letter word). And sure enough,

rapidly to other parts of your body as the poison courses through your veins. Your death is slow and horrible.

12. When you read the silence spell, the Necromancer becomes powerless as he can no longer chant the mystical rhymes necessary for spell casting. Seeing his predicament he quickly slips on his ring of invisibility. Do you have the means to reveal his whereabouts?
Yes — 43
No — 47

13. There is a grinding noise as a panel slides open to reveal a narrow staircase going up.
Go to — 35

14. The stairs give a slight creak when you tread on them. Roll a die. If the result is a 1,2 or 3, you have set off a spear trap. Take 1-6 points of damage (roll one die). NB This trap will work only once.
To go up — 42
To go into the hall — 7

15. You now have 2 marks.
Go to — 41

16. The road bends round to the south. As you turn the corner, you see something gleaming in the mud. Hoping that it will be a lucky omen, you pick up a gold mark.
Go to — 58

17. Do you have the scroll?
Yes — 12
No — 5

18. The potion lets you add two to all future combat rolls.
Go to — 49

19. Having successfully completed the first part of your task, you set about gathering information as to the whereabouts of a ring of invisibility. All the rumours suggest that you will find a Necromancer called Belmorton who was supposed to have won one in a bet. After weeks of travelling, you see your destination — a squat, ugly tower on top of a small hill on the north coast of the land. Your path continues to the east.
Go to — 16

20. The creature is a Gorgon. She looks at you and you join a collection of stone statues already in the room. Maybe one day some-

THE NECROMANCERS TOWER

one will turn you back to flesh, but in the meantime you have a long wait, helped only by the knowledge that there are no pigeons in the room!

21. The potion cures 1-6 life points of damage (roll a die).
Go to — 49

22. You are in the kitchen. There is a wondrous collection of exotic herbs and spices and you find a salve that you recognise which you apply to wounds. Cure three life points of damage. Ingredients are laid out on the table as if someone is going to do some baking — flour, eggs, rolling pin, currants and bowls. If you want to take any of it, make a note of it.
Go to — 46

23. People like you do not deserve to be allowed to read Gamer. There is no way in this game that you can get here without cheating. You are instantly polymorphed into a large juicy bluebottle and placed in the cage of your ex-friend, the frog, who is, at the moment, looking forward to his next meal of fly-pie.

24. You hear a grinding noise and see a flash. Roll a die.
If you roll a 6 — 13
If not — 39

25. The path bends at ninety degrees here.
To go N — 58
To go E — 2

26. The path continues round and up the hill until you reach the base of the dark tower. The entrance is a large studded iron door and there is a small outbuilding to one side. You approach the door carefully but to no avail as a magic mouth appears on it and screams out "Intruder" in a piercing voice. This immediately brings two guards out of their house. Attack them in turn. They have SR/LPs of 9/8 and 8/10.
If you win — 36
If you lose — 55

27. The water is foul and noisome. Lose 2 life points.
Go to — 41

28. You are on the staircase which you are now certain are trapped. Roll one die. If the result is a one, take 1-6 points of damage from the spear.
To go W — 49
To go down — 42

29. You see a large brass key hanging on a rusty nail. Before you can get it though, you will have to overcome the third guard who is sitting in front of it. He has an SR/LP of 9/7.
If you win — 53
If you lose — 55

30. The path continues until it opens out into a small clearing. There is something shiny on the far side of it.
To investigate — 40
To go back — 58

31. You are lucky and manage to avoid breathing the gas. This time you select the blue book.
Go to — 13

32. Decide how much you are going to throw down the well.
1 mark
10 marks
100 marks
500 marks
1000 marks
Go to — 50

33. This is the Necromancer's bedroom. It is very untidy and there is considerable evidence of bats living there but nothing else of interest.
Go to — 54

34. You speak the magic word and there is a large flash. How much did you throw down the well?
1 mark — 15
10 marks — 62
100 marks — 8
500 marks — 65
1000 marks — 23

35. The passage spirals upwards until it opens out into the Necromancer's Incantation Room. His eyes blaze

ADVENTURE

we find that the combination 'VK' appears not only at the end of one of the three letter words but twice elsewhere, so we can guess that 'UVK' is actually 'EHT' and we can try substituting 'E', 'H' and 'T' for 'U', 'V' and 'K' wherever they appear in the note.

Then we observe that the two-letter word 'KS' occurs twice. 'S', because of its frequency, is a strong candidate for being 'E' ('P' actually occurs most frequently, but that is because of its two double appearances). But of the common two-letter words only 'he', 'me', 'we' and 'be', have an 'E' in them, andif the words are backwards 'S' cannot be the 'E' in any of these, since it is the first letter. If, on the other hand, 'S' is 'A', the next most common letter, then 'KS' is likely to be either 'at' or 'as', so we can try substituting all the 'K's and 'S's with 'S/T' and 'A'. By this time we may be able to start guessing at one or two of the other words, thereby filling in more letters — and so on.

It is all guesswork of course, but that is the way to break codes of this type. By trial and error, or, if you prefer a grander term, inductive reasoning. If some guesses are wrong, you will find that out as you go along. When they are right, more and more words will slowly fall into place.

By this time you may be thinking "if codes are so easy to crack, what would I do if I wanted to make a code that would really keep something secret?" Well, the codes we have been discussing here are all relatively simple. The really tough codes these days are generated by computers, and there is no reason why you shouldn't use your computer in the same way. For example you could modify the decoder/encoder programme given here to create an alphabet shift code, but increasing the shift by three after every character in the message. This would make the code very hard to break because there would be no common patterns throughout the message. Even when you knew the code it would be a chore to decode but, of course, the programme could do that for you.

To make such a code just add this line to the listing given above:

```
85 LET D=D + 3
```

Change the plus to a minus when decoding.

It may be kids' stuff to MI5, but it should keep your secrets safe from ordinary prying eyes.

Finally, here is a coded message to try your hand at breaking. It is written in a very simple type of code, but it has one little twist which makes it rather difficult to break. Good luck — you'll need it!

```
R GGVTJPVCWQ VYMWYF
ZVOC VYJZ VNJVDV SK
YOVTJPVOCDIFVTJPMN
GAVQ MTVYG Q M

10   PRINT "MESSAGE (CAPS ONLY):"
20   INPUT M$
30   INPUT "DISPLACEMENT (1-25)";D
40   FOR L = 1 TO LEN(M$)
50   CH = ASC(MID$(M$,L)) + D
60   IF CH - D  65 OR CH - D  90 THEN CH = CH - D
70   IF CH  90 THEN LET CH = CH - 26
80   PRINT CHR$(CH);
90   NEXT L
100  PRINT:PRINT:INPUT"ANOTHER DISPLACEMENT?
     (Y/N)";A$
110  IF A$  "N" THEN GOTO 30
120  INFUT "ANOTHER MESSAGE? (Y/N)";A$
130  IF A$  "N" THEN GOTO 10
```

This short listing will solve about 80% of the codes found in adventure games in less than five minutes. It will run on most micros, but Spectrum owners should replace line 50 with:

```
50   LET CH = CODE M$
(L TO L) + D
```

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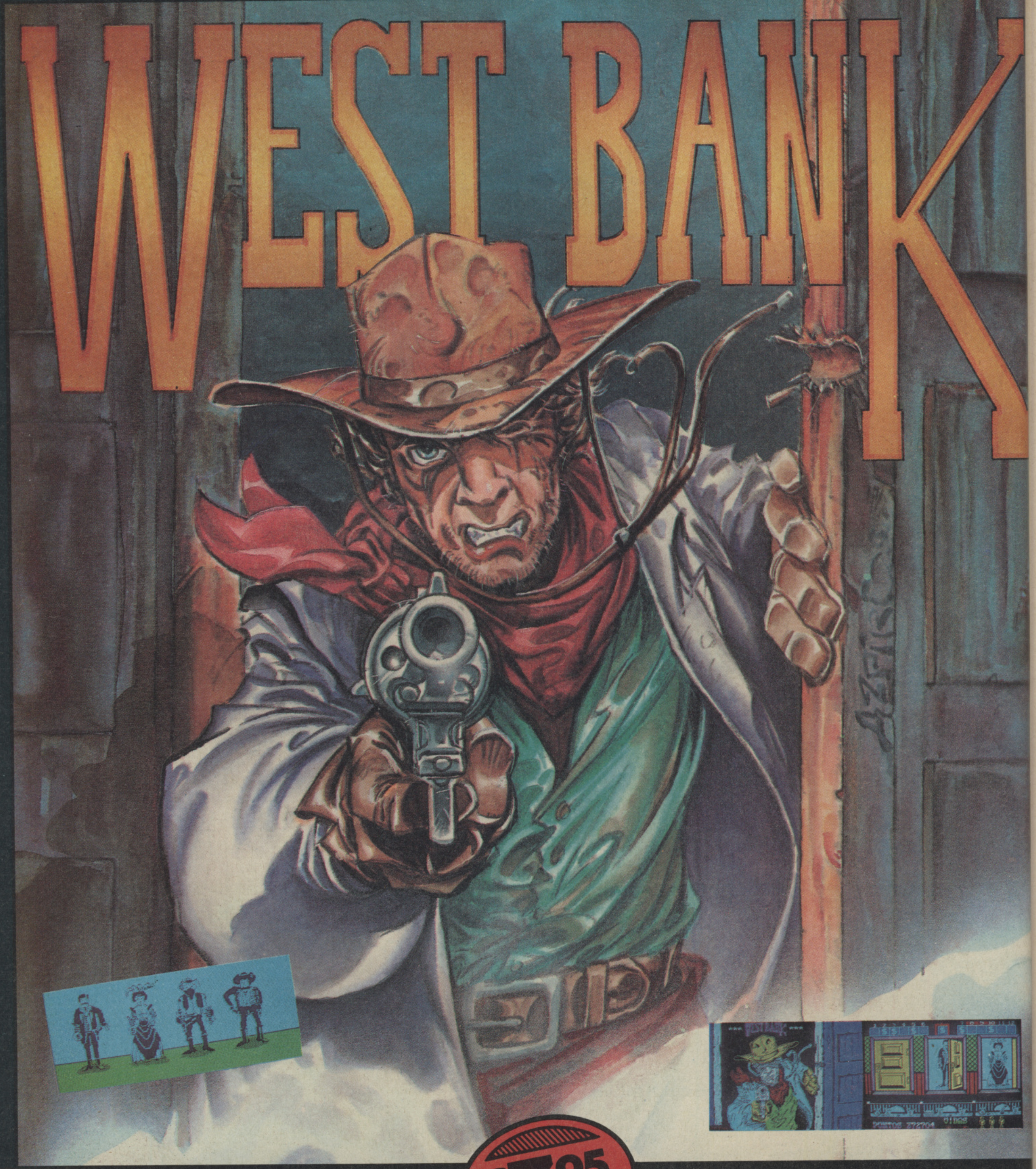

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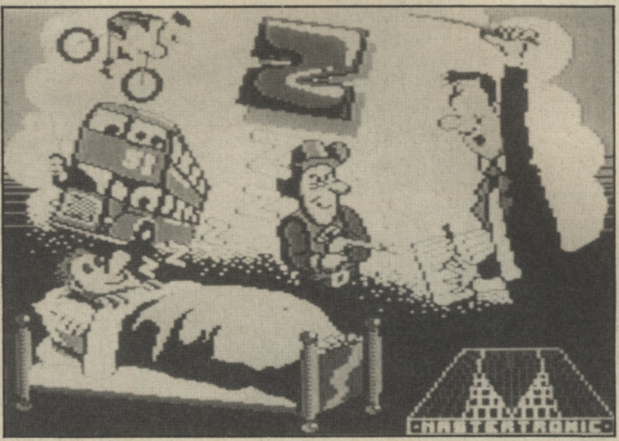
ADVENTURE R•E•V•I•E•W•S

Title:	**ZZZZ**
Computer:	**Spectrum**
Supplier:	**Mastertronic**
Price:	**£1.99**

After a hard day in the office writing Gamer reviews I soon fell into a deep sleep. Dreams of scoring a century at Lord's were soon replaced by more nightmarish ones and I became trapped in one of them. In order to wake up, I had to travel across the land of Zzzz and find and cross the border post back to the real world.

Zzzz is a text and graphics adventure game that also features icons to replace the most commonly used commands for those of you too lazy to type them in. These include enter and leave, use, get, drop, inventory and help. The icons are on either side of a location's illustration with the text window at the bottom of the screen.

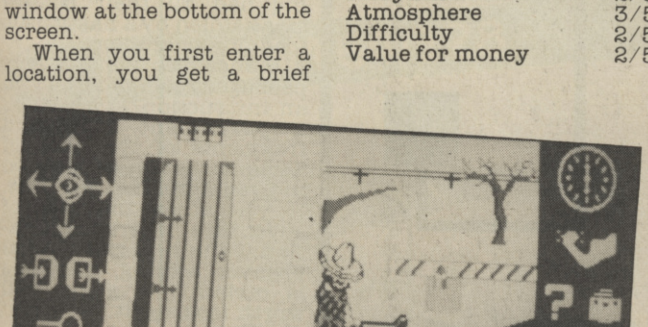


When you first enter a location, you get a brief description. The cursor is positioned over the centre of a compass icon. A quick press of the fire button lights up the directions of the exits. If you select one of the manipulative icons, you get a list of objects that are available. For example, if you select the pick up icon, you may get a list of spade, bucket or all.

The main problem with Zzzz is that setting it in a dream, the problems are largely unconnected and I found tht the atmosphere created by the storyline was minimal. Still, for only £1.99 who's complaining?

PLANET RATINGS

Storyline	2/5
Atmosphere	3/5
Difficulty	2/5
Value for money	2/5



FACING NORTH

```
YOU HAVE ARRIVED AT THE BORDER POST. THE
BARRIER IS DOWN PREVENTING YOU FROM
CROSSING TO THE OTHER SIDE.
A BANDIT IS SLUMPED AGAINST THE WALL. HE
SEEMS TO BE ASLEEP. A BIKE RESTS AGAINST
A WALL.
```

THE NECROMANCERS TOWER

with fury as he sees you and he starts waving his arms about and chanting some strange words. How do you wish to attack him?
Normally — 59
Magically — 17

36. The guards have nothing of interest on them. Unfortunately, neither do they have the key to the door. Yoy have little alternative to going into the guardhouse.
Go to — 29

37. You search the bodies and find a small key and a total of 14 marks.
Go to — 45

38. To go up the hill — 26
To go down — 2

39. The sleeping gas quickly takes effect and you are soon snoring gently When you awake, you are in a small wooden cage looking at the Necromancer and wondering how you will have to serve your new master for the rest of your days.

40. The object is a large, round shield which is entangled in a sticky web. As you go to pick it up, something drops on the back of your neck inflicting 3 life points of damage. It is a giant spider and has an SR/LP of 9/6. Note that it does 3 points of damage per round due to its poisonous bite.
If you win — 6
If you lose — 55

41. The path is tangled and overgrown and you are just about to turn back when you notice a square shaped structure which seems out of place in the wilderness. Clearing away the brambles, you uncover an old, disused well. A mildewed plaque on the side of it is written in an Elvish dialect. From the odd word that you can understand, it appears to once have had some magic powers. A warning says to take care as it will work only once for each person.
To drink from the well — 27
To throw some money — 32
To go back — 58

42. You are on the staircase. Wary for traps, you will only set this one off on a roll of a 1 or 2. The spear does 1-6 points of damage.
To go up — 28
To go down — 14
To go W — 61

43. You will need a bag of flour. Do you have one?
Yes — 63
No — 47

44. The creature is a Gorgon but before she can look at you, you use your shield as a mirror. Roll a die. If the result is a 1, you are turned to stone but if it is a 2-6, then you manage to avoid her stare. NB you must roll every time you enter this room. The room contains a few statues — the Gorgon's previous victims — but nothing else. There are doors in the north and east walls.
To go N — 54
To go E — 42

45. To go E — 52
To go S — 2

46. The door opens into a dining room. The furniture is spartan and there is nothing of interest. Doors lead east and south.
To go E — 22
To go S — 7

47. Belmorton disappears. You don't even hear the door slam behind you as it is protected by the silence spell. Your chances of rescuing your friend have disappeared with the Necromancer.

48. You are back in the library. The instructions draw your attention to a blue book and red book next to each other but goes no further.
To pull the blue book — 13
To pull the red book — 3
To pull both books — 24

49. You are in the Necromancer's laboratory. Test tubes and multicoloured liquids lie all over the benches. There are doors leading to the stairs and also to a

THE NECROMANCERS TOWER

small study. After careful searching, you come across two labelled potions — healing and strength.
To drink the healing potion — 21
To drink the strength potion — 18
To drink both potions — 11
To go to the study — 9
To go to the stairs — 28

50. Do you know the magic word?
Yes — 34
No — 4

51 The path reaches the cliff and heads east along the edge. As you reach the corner, you bump into two brigands. You are all equally surprised and go for your swords simultaneously. Fight each of them in turn. They both have an SR/LP of 7/10.
If you win — 37
If you lose -- 55

52. The cliff path ends here but there is a small winding path leading down the cliff face.
To go D — 56
To go W -- 45

53 You take the key and come out of the guardhouse.
Go to -- 64

54. You are in the library. You have a look at some of the books but none of them make any sense to you. Doors lead east and south.
To go E -- 33
To go S — 44

55. Although you have died in combat, it may not be in vain. The Gods will look kindly on someone who gave his life trying to save his friend.

56. As you reach the bottom of the sea cliff, you see a young lady chained to the rocks. Already, the waves are beginning to crash over her body. Rushing out into the sea, you are relieved to find that the key that you found on the brigands fits the lock. After dragging her back to shore, she tells you that she was being sacrificed to appease a sea monster which had sunk the brigand's ship. She is only a poor peasant girl and so cannot give you any monetary reward but she does tell you that the word "Elenkir" is rumoured to have magic properties if used in a hidden place.
Go to — 52

57. Check to see if you get past the Gorgon, as detailed earlier.
If you succeed — 48
If you fail — 20

58. The path continues south through a small copse but there are also small trails leading off east and west.
To go S — 25
To go E — 30
To go W — 41

59. You swing your sword at his head but somehow it never reaches him as he casts a spell over you. You feel a sudden urge to drop your weapon and do whatever your new master suggests — a feeling that will stay with you for the rest of your natural life.

60. You search the bodies but there is nothing of any value on them. You take the opportunity though to feast on some venison and this makes you feel much better. Restore two life points.
Go to — 38

61 The door opens into a room with a creature in it. Are you carrying the shiny shield?
Yes — 44
No — 20

62. You now have 20 marks.
Go to 41

63. You hurl the flour at Belmorton's last known position. The bag explodes and a white cloud is scattered over the entire room. You see the faint outline of the Necromancer, trying to sneak past you. Drawing your sword, you stand in front of him. Realising that all is lost, he removes the ring and re-appears in front of you. You explain that you will spare him if he gives you the ring and tell him why you need it. He agrees reluctantly and wishes you well saying that you are the only person ever to have broken through all of his defences and that you deserve to rescue your friend. You set off on the long journey back to Doriden.

64. To enter the tower — 7
To go down the hill — 38

65. A scroll case appears. Inside is a spell which will cast a magical silence in a thirty foot radius around you. The spell can only be used once.
Go to — 41

Title:	**Runestone**
Computer:	**Spectrum — C64 and Amstrad versions to follow**
Supplier:	**Firebird**
Price:	**£7.95**

Originally written for Games Workshop, but now released under the Firebird label, Runestone is a real-time adventure featuring the sort of landscaped graphics first seen in Lords of Midnight.

Kordimir the Necromancer has been sending his orc legions into the land of Belorn for many years and is on the verge of winning. However, Greymarel, a wizard whose powers have temporarily failed him, has a dream in which he is told that if he can seek out the Book of Zarimir, all may not be lost. Thus begins the quest which Greymarel undertakes with his two friends Eliador, last of the Elves and Morval the Warrior.

You play all three main characters, changing between them at will. It is best to change fairly frequently as time is an integral part of the game and all the other characters that you meet live their own lives and move around. The game has a large vocabulary even though only the first three letters of each word are checked. 'Examine', 'get all' and 'say' are all supported.

There are over 2000 locations to explore, all illustrated so obviously descriptions are very limited. As you move towards objects such as huts or towers, you see them getting larger in the picture window. There is also a picture of the character you are currently controlling. Moving is slightly different from other adventures. N,S,E and W merely turn you in the appropriate direction and you must use "move" or "M" to move. "In" and "out" are used for entering or leaving buildings.

You will frequently get involved in fights with the orcs. You must specify a weapon to attack them with or the computer assumes you will use your bare hands. "Shoot" allows you to use a bow and arrow. You cannot be killed as such but your strength does diminish. You can use the status command to find out how healthy you are.

My initial feelings when playing Runestone was that it lacked atmosphere and was too easy, but after I had wandered well into orc territory, recovered a gold casket, one of the lost treasures of Belorn, and found a silver ring complete with an as yet undeciphered inscription, I was somewhat surprised to find that I had solved about 0%. It should be pointed out though that your score is dynamic and can go down as well as up if some of your characters aren't doing too well (they had been captured by orcs having had all their possessions stolen by a nasty little toad of a character).

Runestone comes nicely packaged completely with an instruction/story book, a parchment map and fragments of the book of Zarimir that were revealed to Greymarel in his dream. If you enjoy the type of adventure where exploration is the key, rather than problem solving, then this is certainly a game well worth looking at.

PLANET RATINGS

Storyline	4/5
Atmosphere	4/5
Difficulty	3/5
Value for money	4/5

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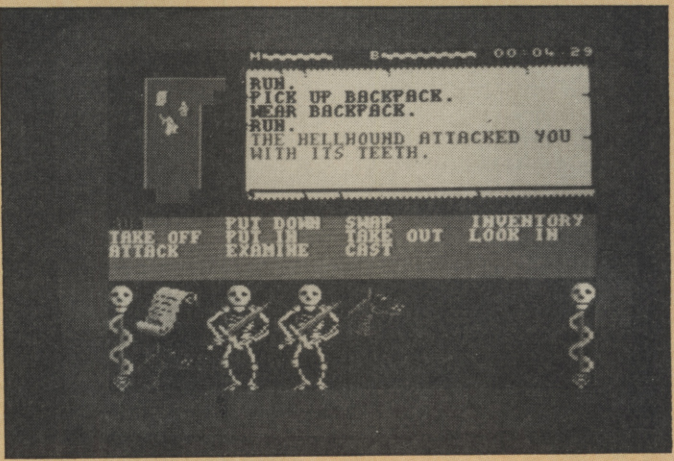
MASTER OF MAGIC

Master of Magic is the latest of Mastertronics MAD games. Gordon Hamlett explores this joystick adventure that costs only £2.99!



```
RUN.
PICK UP BACKPACK.
WEAR BACKPACK.
RUN.
THE HELLHOUND ATTACKED YOU
WITH ITS TEETH.
```

Your adventure begins . . .

I never did like vampires. Orcs and skeletons I can handle but there are a couple of particularly vicious vampires who insist on chasing me round vast areas of dungeon with the usual outcome being my untimely death.

Master of Magic is a menu-driven role playing adventure game. You were exploring a dark, mysterious pool in some caves one day when a hand suddenly appeared and pulled you under. Instead of drowning, you are transported into a strange land of magic. The perpetrator of this dastardly deed is one Thelric, Master of Magic. He alone, he explains, can transport you back to your own land but there is a catch. He is afraid of dying and wants you to find the lost Amulet of Immortality.

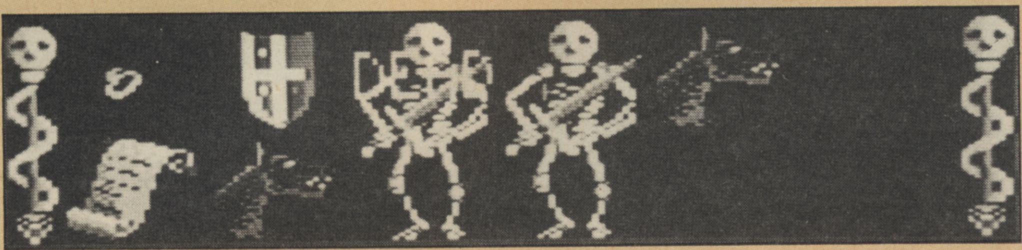
The screen is divided into five main areas. The top line has details of your current mental and physical energies and a clock. Mental energy shows the amount of power you have left for spell casting whilst the physical chart shows how much damage you can take before dying. The clock records the amount of time you have spent in the dungeon. It stops though when you are performing an action so you have as much time as you want to decide how you are going to tackle a problem.

The top left hand corner shows a map of your current surroundings. Only items that you can actually see are displayed so that if you want to know what is behind a closed door, you will have to open it first. The dungeons are a mixture of passages, rooms and caverns. It is probably a good idea to draw some sort of a map as you go. This need only be rough and probably will be! Have you ever tried mapping accurately whilst being chased by Hellhounds? You are depicted on the map as a small yellow blob with other objects shown as small indistinct pictures but this is only to give you a rough idea of where everything is in relation to you and large pictures of what you meet are shown at the bottom of the screen. The scrolling of the map is a bit jerky and you have to make sure that you enter passages exactly in the middle.

The other window at the top of the screen is your information box. Messages are displayed here such as the outcome of any combat you engage in. Also appearing here are confirmation of the actions you have chosen and descriptions of items which you examine.

The central part of the screen displays a list of commands that can currently be chosen. Selecting an action is either joystick or keyboard controlled.

The bottom window displays large pictures of any object you can see. These can be of monsters that are attacking you, weapons that they have dropped, treasure that they were guarding or special



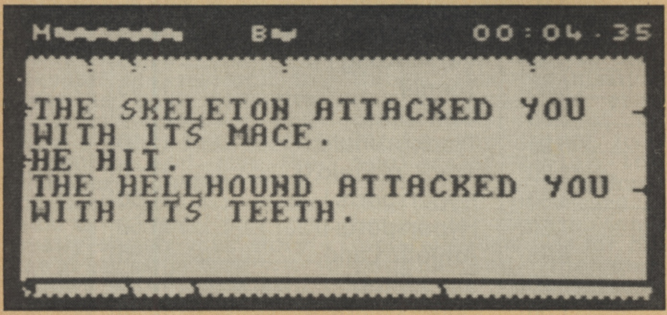
Large graphics of what you meet on the screen are shown here.

features of the dungeon such as doors and staircases.

Playing the game

Your character is controlled entirely via the menu system so there is no need to find exactly the right phrase to type in. You are not always given the full list of commands, but only those choices that are available to you at the time. Thus you will not see the open command unless there is actually a door to be opened. Many of the options lead into sub-menus and things can get quite involved.

For example, suppose you have found a scroll but before you can pick it up, you are attacked by two skeletons. You must decide how to attack them and which one you are going to attack first. When you have killed them, you see that they have dropped a shield and a ring. You may now decide to drop your weapon, pick up the scroll, examine it and put it in your back-pack, pick up the ring and wear it, pick up the shield and finally pick up your weapon again.



```
THE SKELETON ATTACKED YOU
WITH ITS MACE.
HE HIT.
THE HELLHOUND ATTACKED YOU
WITH ITS TEETH.
```

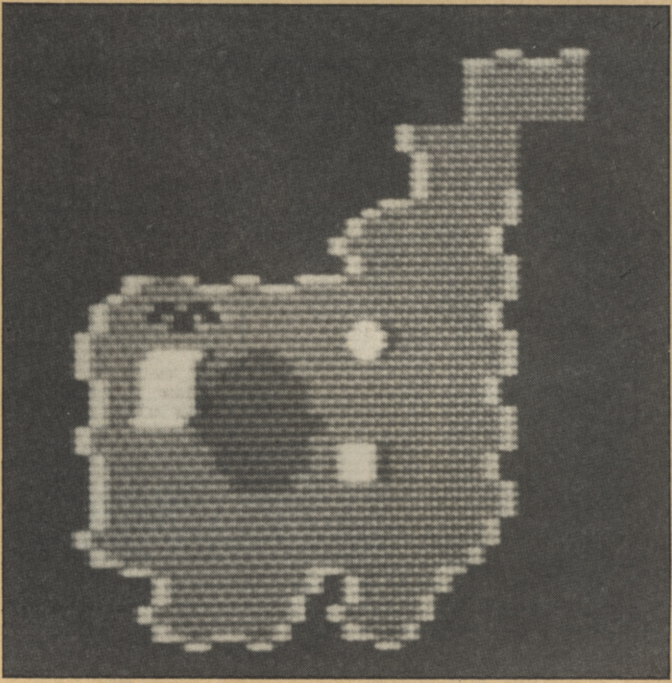
Messages, such as the outcome of combat, are displayed here.

One nice touch is that when you kill a creature, its picture is overwritten with the word "DEAD". This clarifies matters when you are under attack from more than one opponent and is useful when you are back-tracking through the dungeon desperately seeking for a health potion and anxious not to pick another fight.

Monsters and Magic

There are many types of monster for you to battle against. These range from bats and spiders, through orcs, skeletons and vampires through to the final confrontation with a minotaur.

Some monsters will guard a particular area or treasure, others will give chase when attacked and some will even open doors and come and get you! Creatures can be attacked either with a weapon that you have picked up or with one of the spells that Thelric has seen fit to bestow upon you. These are three offensive spells — magic missile, fireball and energy drain — and one defensive spell — magical shield. Casting a spell uses up some of your mental energy and if that runs too low, then you will no longer be able to use magic. Magic missile tends to work best against a single opponent whilst fireball is the better choice against a group.



The map shows your current surroundings.

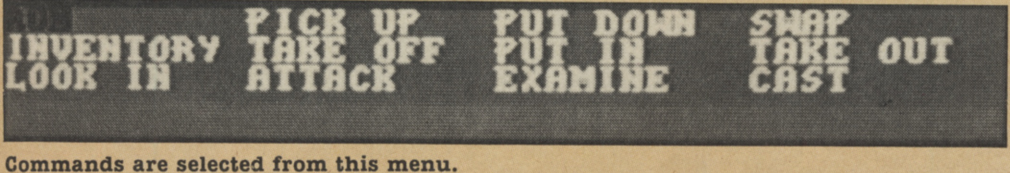
Fulfilling your Quest

There are many items to help (or hinder) you as you try to find the amulet. Scrolls give you clues of a cryptic nature such as "The dagger of death" is a special kind when used on the minotaur it weakens his mind". Potions may heal your wounds or restore your mental energy. There are several magic rings to be found and if you defeat certain monsters, you can pick up their equipment such as armour and helmets, swords and axes. Note that if you are holding two weapons, you will attack with the one in your right hand. There is a SWAP command to change weapons over.

Master of Magic is one of several role-playing games to have been released recently. Whilst it may lack the sophistication or depth of some of its rivals, it is considerably easier to play and get in to. It also possesses that prime requisite of all good games — it's great fun. All this plus some good music by Rob Hubbard for only £2.99 — what more can you ask for?

Originality	●●●
Graphics	●●●
Use of machine	●●●●
Value for money	●●●●●

Nova ☼



Commands are selected from this menu.

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ADVENTURE

Dungeon Dressing

Are your adventures a jumbled mass of monsters and problems? Gordon Hamlett helps you sort them out.

Imagine that you are walking down a long corridor with three doors close to each other on one side. In the first room is a family of goblins. Behind the second door lives a ferocious ogre whilst a wizard continues his mystical research behind the third. This is the sort of situation that you might come across in any adventure game and yet I believe that it is highly illogical and that this set up will have broken down long before any adventurers get anywhere near.

The problem is that there is no organisation within the story. Why everyone is there has not been thought out properly. To start with, the ogre will have long since eaten the goblins! In order to stop a similar fate befalling him, the wizard will have to abandon his research in order to cast defensive spells on himself etc. And yet, if you stop to think for a moment and give the characters a reason for being there, you can easily build up a logical plot and greatly enrich your storyline at the same time.

Start with the wizard. Perhaps he was expelled from his home town for doing something dreadful such as turning the king's hair green in an experiment designed to get rid of pimples. Cast out into the wilderness, he obviously needs some form of protection. Stumbling by chance one day upon a baby ogre (ogrelet? ogreling?) — for surely no fully grown ogre would allow himself to be so easily caught — he casts a charm spell over it and so forces the ogre to serve him.

Looking around for somewhere to live, they discover a cave system occupied by a tribe of goblins. After the ogre has ripped a few token heads off, the goblin chief reluctantly agrees to serve the wizard as well. Over the years, the caves get developed and other creatures are allowed to move in — for a fee of course. The wizard is happy because no-one disturbs his work. The ogre is happy because he gets to play the heavy and the goblins keep him supplied with rotting flesh to eat. The goblins themselves have come to respect the strong leadership although there may be one or two who remember the old days and would seize the opportunity to revolt. For a bit of sport, there is always some foolhardy adventurer, keen to seek his fortune.

Depending on how much further you want to take things, this organisation can be expanded even more. There must be regular supplies of food and water giving the chance of meeting a hunting party. The wizard is bound to require some esoteric substances for his potions and this may necessitate trading with outsiders.

Consider also how the caves would be defended. Creatures of low intelligence such as giant spiders have no ability to organise and apart from a few strategically placed webs, would do nothing more than drop on unsuspecting passers-by. A large tribe of goblins on the other hand would have all sorts of defences arranged. There would be trip wires that rung warning bells. The carefully placed pit. Look outs. As soon as the alarm is raised, someone will go and alert the guards. If they can't cope, officers and reinforcements in the form of hobgoblins may be summoned. Only if that was insufficient would someone have the temerity to rouse the ogre from his afternoon nap. If by any chance an adventurer managed to get past all this and reach the wizard, he would have no compunction at all about using every spell and magic weapon he owns against you.

What started out as three locations has turned into more or less a complete story. If you cast your mind back to all the fantasy books that you have read, you will soon realise that every thing is there for a purpose and fits into the story logically. If you use the same principles in your games, then you will find that they play an awful lot better than a disjointed collection of puzzles.

Give them credit

One of the things that I find very annoying when playing adventures is a situation such as this: you have found several keys and come across a locked door.

```
Open door
Which key?
Black key
The door does not open
Open door
Which key?
Brass key
The door does not open. . .
```

It is not difficult to program this differently to give something that reads a lot better. If you were in a real life situation, you would try all of your keys automatically until one of them worked so, the exchange could read:

```
Open door
  The small silver key fits
the door which swings
open. . .
```

or

```
Open door
  None of the keys that
you are holding fit the
lock. . .
```

A lot better, I'm sure you'll agree. That's all for this month. Next month, I want to take a look at designing a combat system.

HINTS

ADVENTURE

This month we feature some tips for Hutchinson's tense thriller, The Fourth Protocol sent in by Sanjay Keswani but first some help for adventurers stuck in Level 9's Red Moon from Martin Gormley.

Red Moon

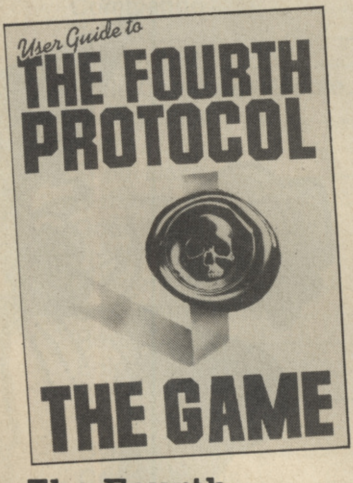
To take the burning sword wear the glove.

To get the coins from the grate use the (magnetic) horseshoe.

To cross the chasm drop the acorn and the scroll and then read the scroll.

To get past the statue wear the cloak.

Finally — to get past the guard dog put pills in his meat.

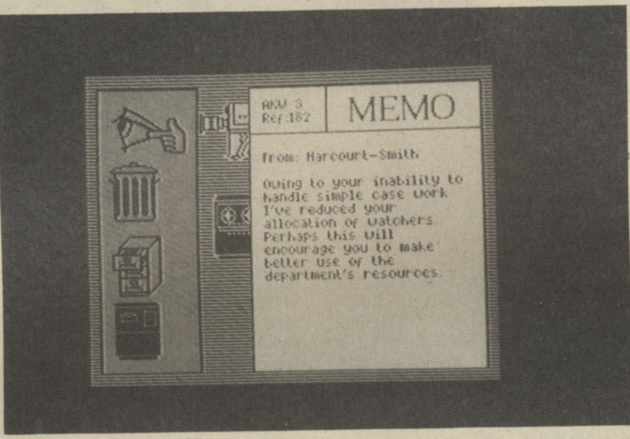


The Fourth Protocol

The following top secret information has come into our possession which may be some use to agents trying to solve the Fourth Protocol.

Part 1 — The Nato Papers

1) For telephone numbers use the file, TELEPHONE.



ANW 3
Ref:182

MEMO

From: Harcourt-Smith

Owing to your inability to handle simple case work I've reduced your allocation of watchers. Perhaps this will encourage you to make better use of the department's resources.

2) To narrow down the possible suspect traitors remember that he or she must have access to the 5 Nato papers and the MOD, Cabinet, and Foreign files as well as a photocopier.

3) When asked about Stanistav, select Other Selections and suggest turning him.

4) When Bracton has called you put as many watchers as possible on him. When you discover the dark secreats of his weird social life contact medical security.

5) Comparing the fingerprints on Nilson's diplommatic file in Stockholm and on the school noteback shown by Anna Nilson at Storuman and reading the files at UMEA should give you some important clues.

6) Plumb's question, "How was the traitor recruited?" would be better rephrased "What kind of traitor is he?"

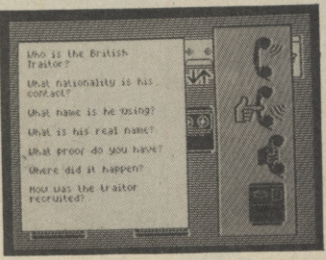
Part 2 — The Bomb

Use your ID card as much as possible, as you may get more out of uncooperative individuals.

At Gordons.

1) The essential objects here are a tube map, wallet, computer and the ID card.

2) To use the lift you will need a password which can be decoded on a one time pad from the numbers given at the end of part 1.



Who is the British Traitor?

What nationality is his contact?

What name is he using?

What is his real name?

What proof do you have?

Where did it happen?

How was the traitor recruited?

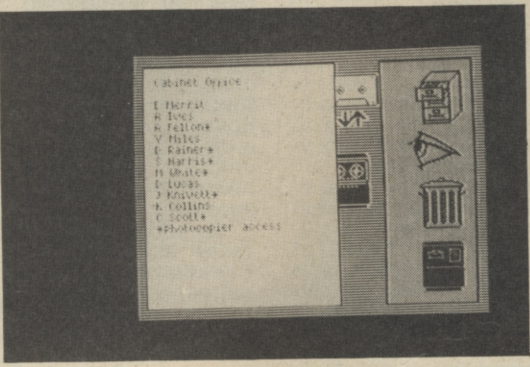
3) Once you have talked to Harcourt-Smith leave Gordons in search of you new base, Sentinel House.

Some important tube stations:

Euston — Gordon's.
Oxford Circus — Boots (photographic dept).
Victoria — BR to Dover.
Westminster — Treasury, Sentinel House.
Barbican — Flowers for Blodwyn hidden somewhere in this infamous maze.
Great Portland Street — Boots, University.
Paddington — BR to Bristol.
Boston Manor — Hobbyist shop.
Heathrow — Conference Centre.

Sentinel House

This is your new base and a regular source of information.



Cabinet Office

E Merrit
A Ives
R Fellon+
V Miles
D Rainer+
S Harris+
H Whate+
E Lucas
J Knivett+
K Collins
C Scott+
+photocopier access

1) To use the lift you will need "a poem" to convert the Gordon's password to a string of numbers.

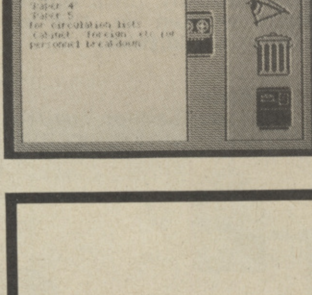
2) Ask C's secretary for more money if you need it.

3) A fireman can be obtained from the armoury in the basement.

4) To get a 'make' on a photograph you will need Blodwyn's help in the Archives. She loves flowers and adores C.

5) Special equipment can be found in the Special Projects Room.

6) Finally go to the printer room for regular information.



Photocopies of 5 documents were posted to Cabinet. See files:
Paper 1
Paper 2
Paper 3
Paper 4
Paper 5
for circulation lists Cabinet, Foreign, etc for personnel breakdown

EARTHWOOD

In EARTHWOOD, twenty-five players compete to be the ultimate ruler by controlling all the developed cities, either singularly or with an alliance. A typical game will last about 18 months with the first knockouts usually starting after six months.

Each player is either a king of a fantasy race or powerful charismatic character. Your character or king controls several groups each of which is totally independent of each other. You can recruit trolls, wildmen and others into your armies, and even control powerful creatures such as dragons. Your characters will capture and control cities, upon which you can spend gold to improve security, increase your workshop's production, build defences and maintain and enlarge your army. With gold your wizards undertake magical research, learning new spells. Spies search out enemy strongholds and then attempt acts of sabotage, theft and assasination. These are just a few options available to a player in EARTHWOOD.

EARTHWOOD is computer moderated but the turn sheets and replies are written in plain English so that you can easily understand them. No need to look through complex charts and code books to understand this game.

KJC GAMES

To enrol in Earthwood send £5.00 cheque/PO payable to KJC Games. For this you receive the rulebook, setup and first three turns. Future turns are £1.50. Send to
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22. Solit
23. Yamzee
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26. Rally 3000
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28. Nemesis
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30. Jet Flight
31. Dragona Maze
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36. Space Base
37. Planets
38. Hopping Herbert
39. Dynamite
40. Timebomb
41. Day at the Races
42. Lunar Landing
43. Space Mission
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47. Space Pod Rescue
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'Incredibly frustrating!' - that's the verdict on Cassette-50's FROGGER. Satisfied users tell us it's one of the most challenging you'll find - it's almost as good as the arcade version! CARGO has you trying desperately to complete your helicopter mission under attack. Plus 48 other tactical, logical and adventure games featuring multi-coloured and user-defined graphics, scrolling and full use of the Spectrum sound capabilities.

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49. Attacker
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Only you can save Europe from destruction! It's ROCKET LAUNCH, the thrilling war game that reproduces a European map. More ambitious? Try rescuing your crew under an ultrafast GALACTIC ATTACK and escaping back to your spaceship! Just two of the great games on your Cassette-50, featuring high resolution and user-defined graphics, sprites, sound and music.

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PBM UPDATE

"NEXT MONTH-REPORT FROM 1ST PBM SHOW!"

If you've followed our Play by mail series from the start or just started reading Gamer here's your chance to try an exciting new hobby for only a £1.

What are PBM games?

PBM games are adventure style games that are played between hundreds of players spread throughout the country, if not the world.

Every month each player send their orders to central Games Master (GM) who processes the turn and sends out game reports to all the players.

The games that are possible using this system are as varied as the companies that run them and range from tribe based, fantasy adventures to galaxies full of aliens.

Although extremely enjoyable, PBM games can be a little expensive with charges being made for the players initial setup in the game and a fee for each turn after that.

Start the New Year by playing a PBM game. Computer Gamer and KJC games offer you the chance to try one for only a £1.

Special Offer

KJC games and Gamer have teamed up to offer you the chance to try a PBM game for a fraction of the normal cost.

The game in question is called It's a Crime and pits you as a gangland boss trying to get control of an American city. Unfortunately about 500 other bosses have the same plan so you'll soon find a need for your gangs of hitmen.

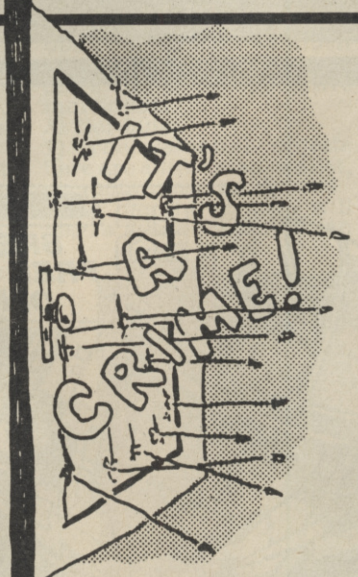
It's a Crime will normally cost only £5 for 8 turns making it one of the cheapest games to play. Now we are offering you the chance to try it for only a £1.

This £1 will cover the costs of your setup fee plus your first 2 turns. Plus it you're one of the first 500 to take advantage of this fantastic offer you'll get an extra 2 free turns. That's a setup fee plus four turns for only a £1!

All you have to do to sign up for the game is to fill in the coupon below and send it to:

It's a Crime,
Computer Gamer Offer,
No. 1 Golden Square,
London W1R 3AB.

Remember the first 500 get an extra 2 free turns so send your coupon to us today. To miss out on such an offer would be a crime!



Important

Taking advantage of this offer does not commit you to play a full game of It's a Crime. If you haven't enjoyed playing by the end of your turns then you can quite simply drop out of the game.

This we feel is unlikely and if you decide to continue playing the cost will revert to the usual 8 turns for £5.

It's a Crime, Computer Gamer, No. 1 Golden Square, London W1R 3AB.

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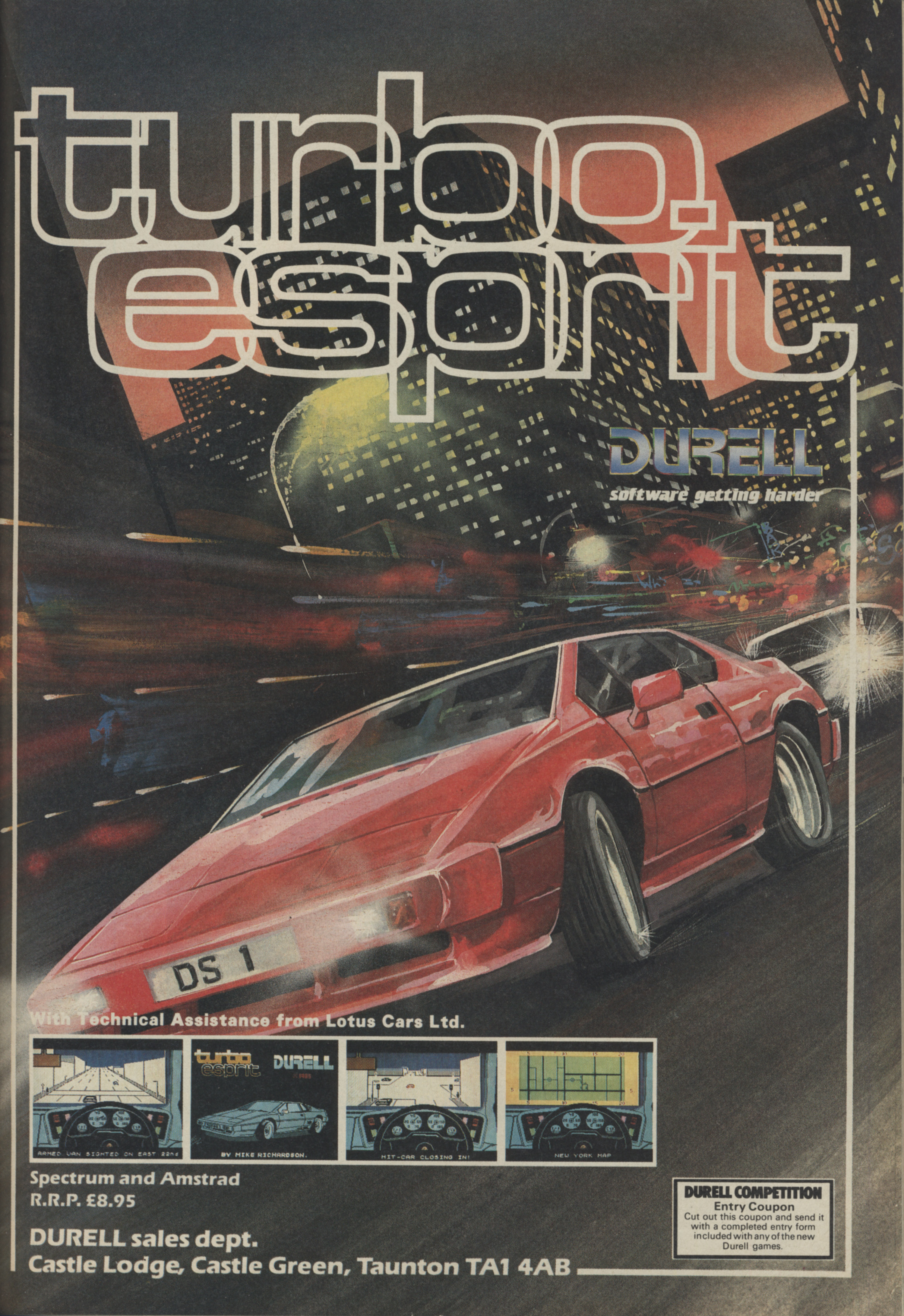
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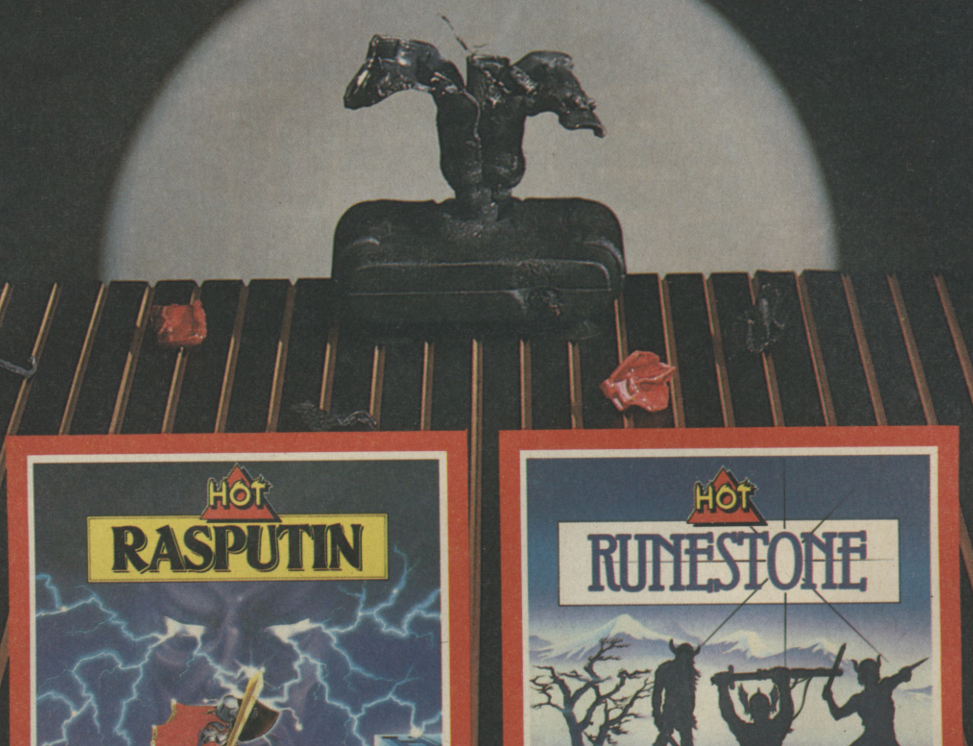

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This text only adventure allows you to enter commands such as "take lamp and light it" and "Drop sword down the well".

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The most striking feature of the room is the woman speaking to you. She is tall and willowy with hair like spun silver. She carries easily an air of authority and wisdom.

She speaks again,".. finally when you locate the orb you must return it to me. You may keep any mortal treasures you find after I have cleansed them of all evil."

You bend and bow saying, "My Lady Artemis..."

Darkness enfolds you, until suddenly you find yourself awake in the sunlight of the vale of Castle Blackstar. Your quest has begun...

Ahead of you lies a dark wood, fiendish puzzles, fantastic treasure, deadly foes and the castle itself.

If you want to take advantage of this offer simply fill in the coupon below, remembering to show whether you want a BBC, C64, Spectrum or Amstrad tape, and enclose a cheque or postal order payable to CDS Microsystems Ltd.

Then send it off to: Computer Gamer (Blackstar offer), No. 1 Golden Square, London W1R 3AB.

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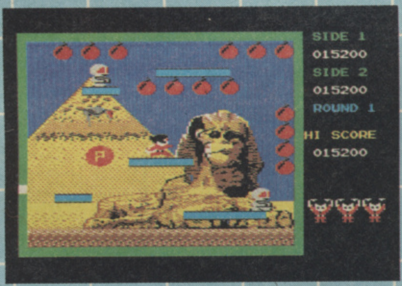

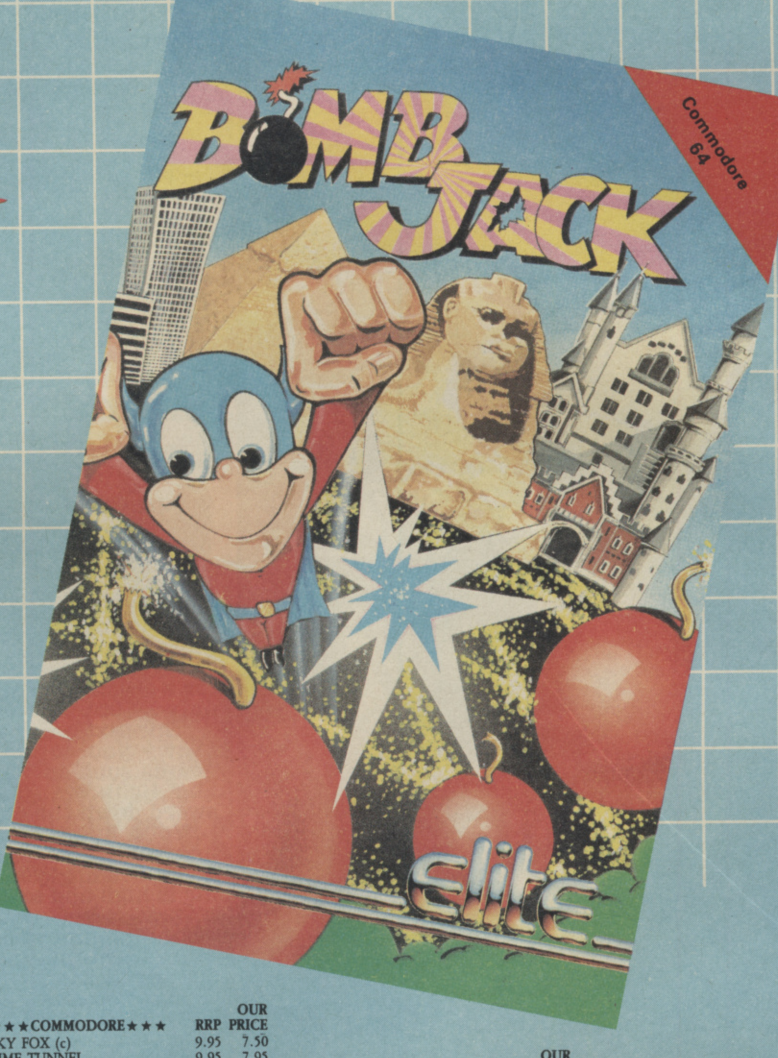

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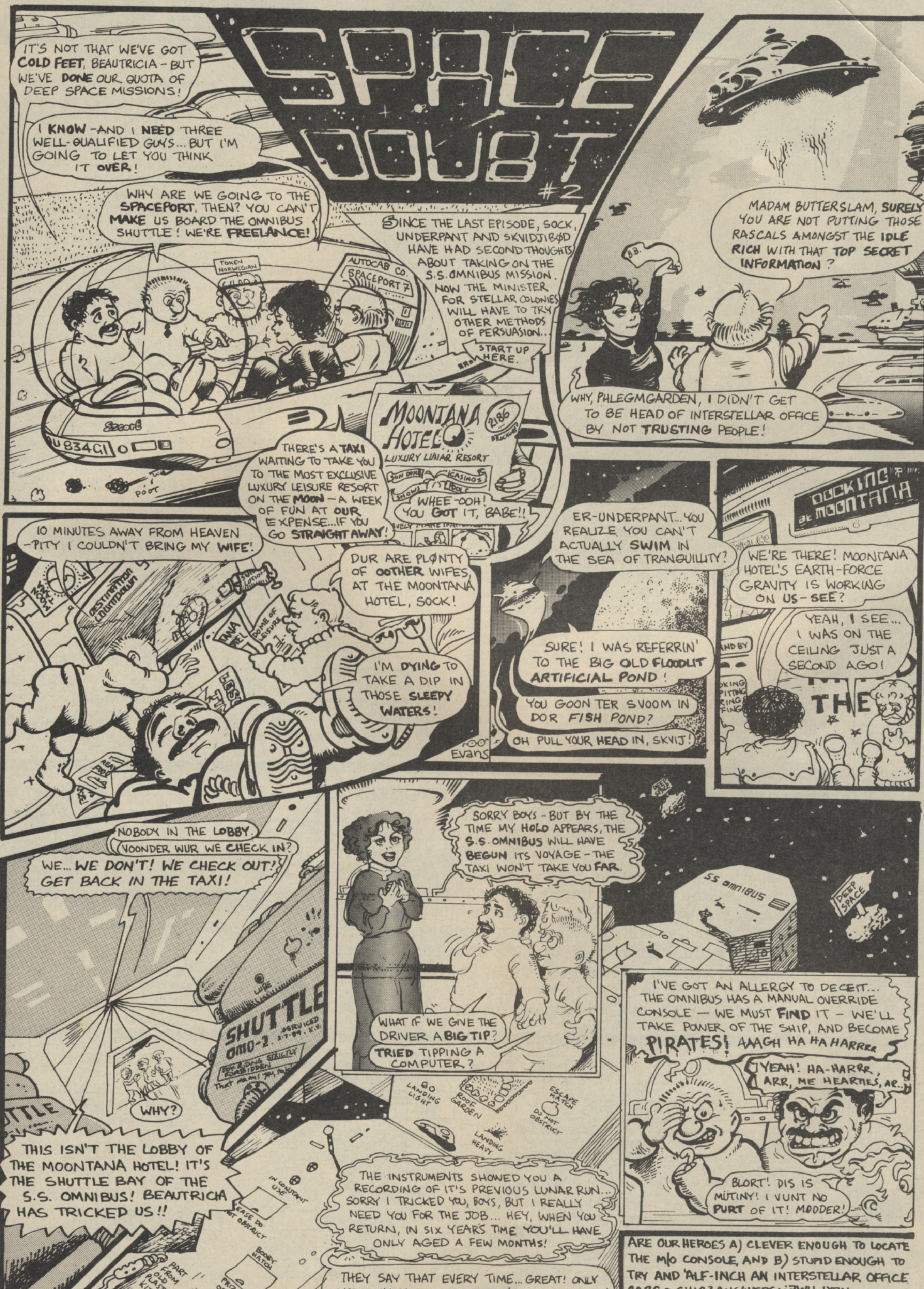SPACE DOUBT
#2
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I KNOW - AND I NEED THREE WELL-QUALIFIED GUYS... BUT I'M GOING TO LET YOU THINK IT OVER!
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START UP HERE.
TOKEN NORWEGIAN
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POOT
MADAM BUTTERSLAM, SURELY YOU ARE NOT PUTTING THOSE RASCALS AMONGST THE IDLE RICH WITH THAT TOP SECRET INFORMATION?
B.B.
WHY, PHLEGMGARDEN, I DIDN'T GET TO BE HEAD OF INTERSTELLAR OFFICE BY NOT TRUSTING PEOPLE!
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YOU GOONTER SVOOM IN DOR FISH POND?
OH PULL YOUR HEAD IN, SKVIJ!
DOCKING at MOONTANA
WE'RE THERE! MOONTANA HOTEL'S EARTH-FORCE GRAVITY IS WORKING ON US - SEE?
YEAH, I SEE... I WAS ON THE CEILING JUST A SECOND AGO!
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NOBODY IN THE LOBBY.
VOONDER WUR WE CHECK IN?
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TRIED TIPPING A COMPUTER?
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YEAH! HA-HARRR, ARR, ME HEARTIES, AR..
BLORT! DIS IS MÜTINY! I VUNT NO PURT OF IT! MOODER!
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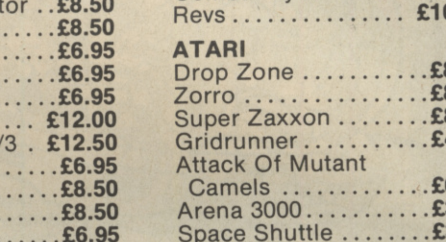

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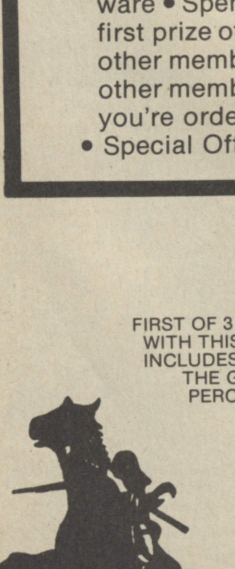

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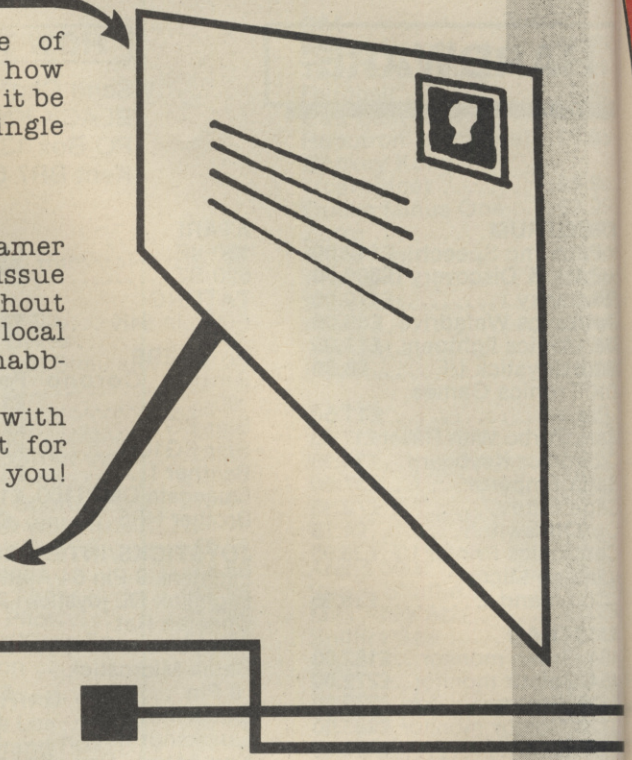

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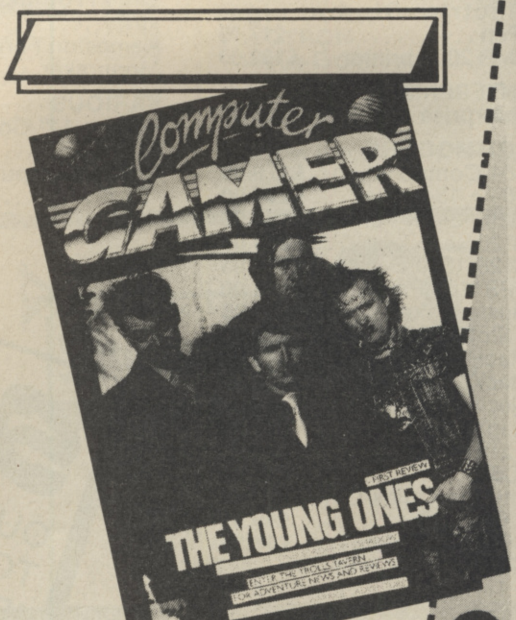

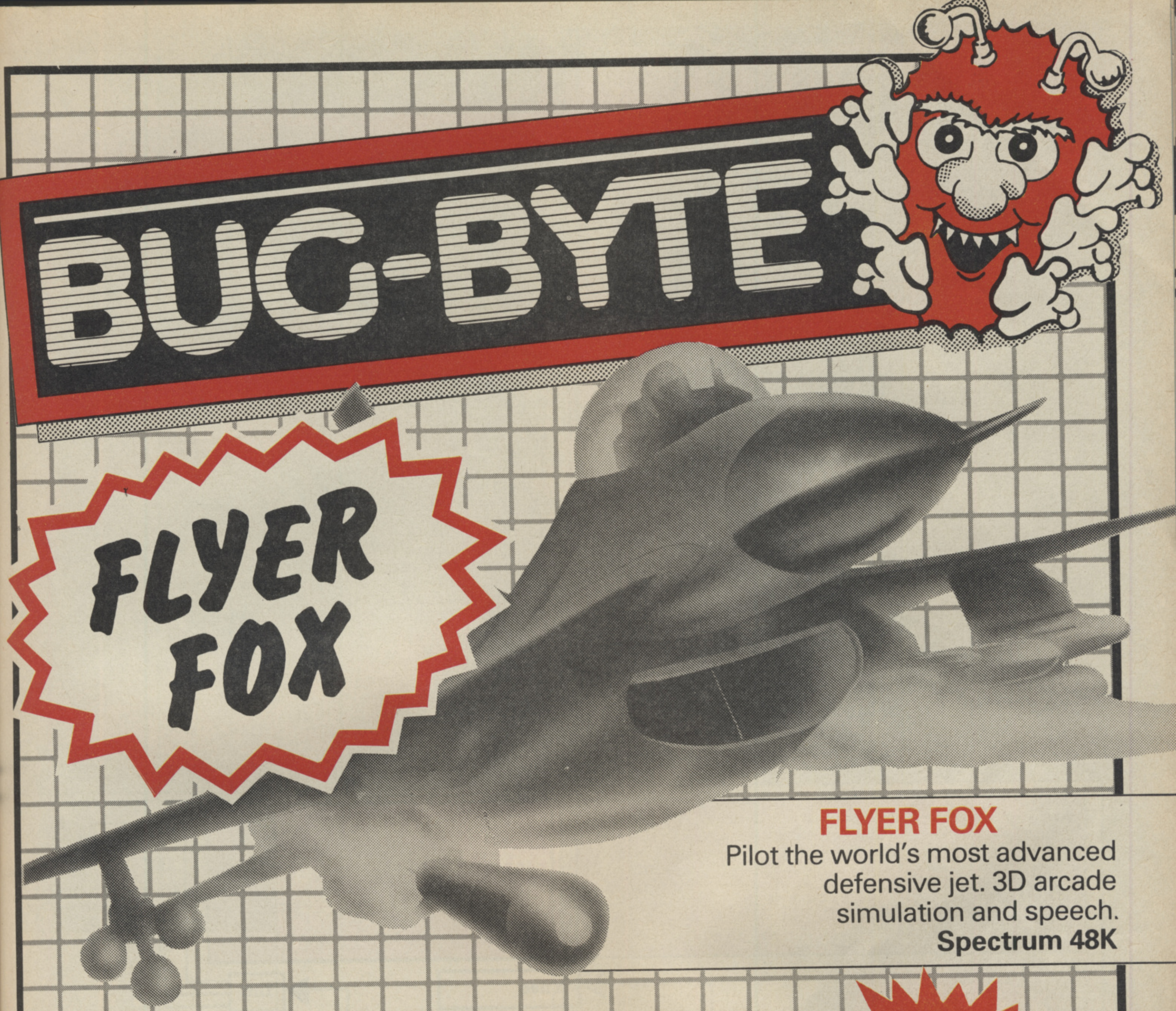
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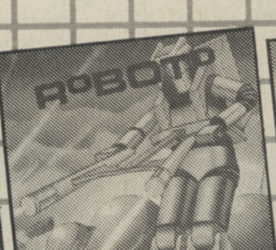
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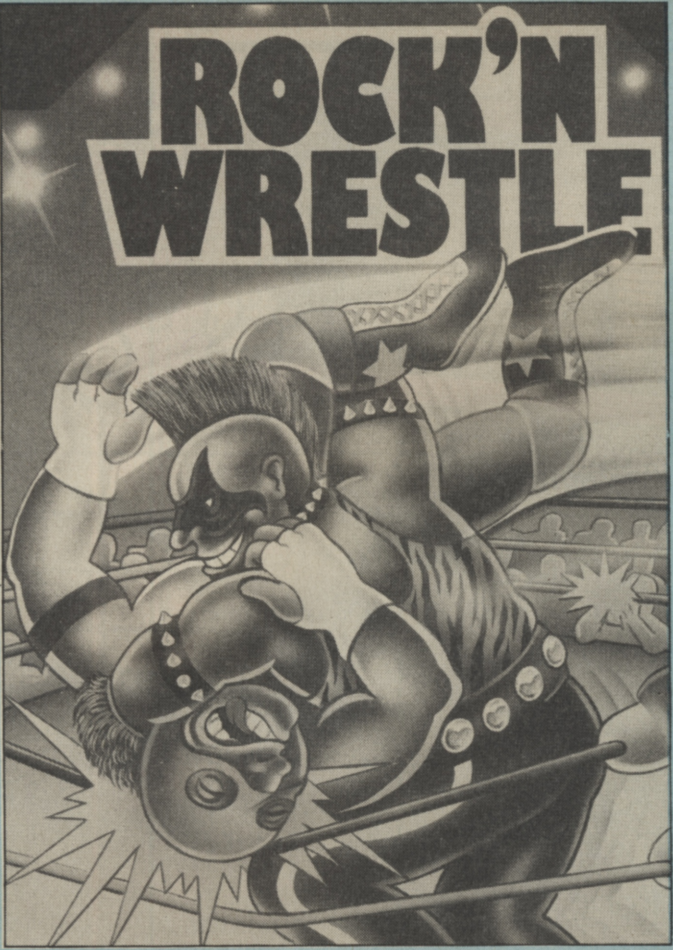
ROCK'N WRESTLE



You are Gorgeous Greg. The blonde hero that wants to be the world champion wrestler. Unfortunately nine of the meanest and nastiest characters in the world stand in your way, and you have to fight them all.

Before you make your bid you will have to learn the 25 possible moves that are all joystick controlled and a few tricks to give you a fighting chance of surviving in the ring.

Rock 'N' Wrestle can be played by either one or two players. In the two player game each contestant selects one of the wrestlers and has a straight contest with the first to get two falls the winner.

If you are playing against the computer you have to take on and beat each of the nine top ranked wrestlers over 3 minute bouts.

If you win a contest you're in the ring with the next wrestler before the crowds cheers have died down.

It is somewhat unlikely that you will do this in your first attempt so points are awarded to you for completed moves so you can follow your progress.

Getting to Grips

Before you can leap in the ring and start grappling with the world's best wrestlers you will have to learn and practice the 25 moves that are available to you.

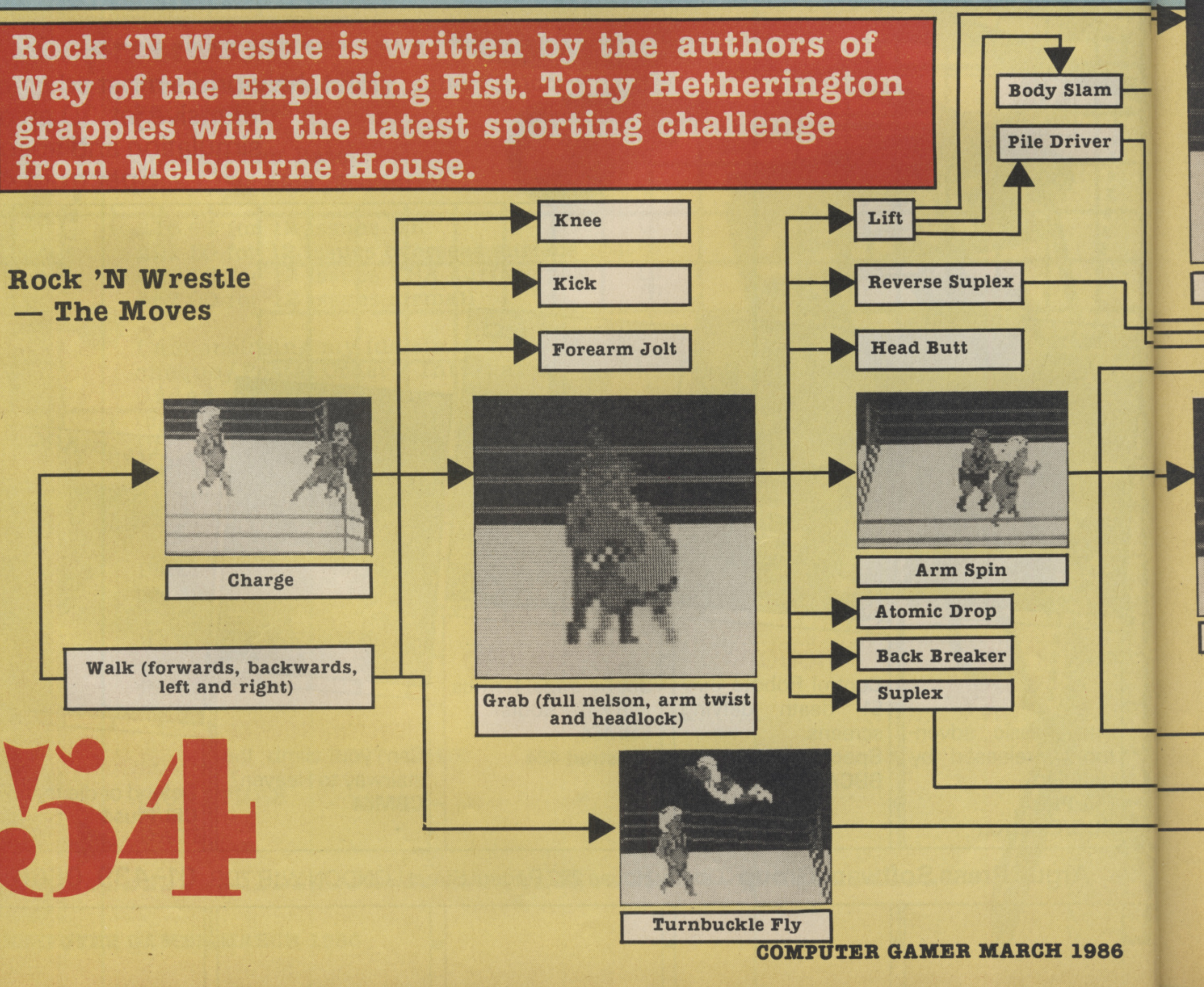
Each is selected by pushing the joystick in only four directions with each move leading to a selection of others.

As in Exploding Fist the best way to learn the moves is to setup a two player game and, by suing only one joystick, practice on an opponent that isn't trying to win.

Where Rock 'N' Wrestle differs considerably from Fist, and why no player can assume he'll soon be world champion, is that the action takes place in the whole ring and not just in a straight line. Therefore your opponent won't just strike from in front or behind but from both sides as well.

Rock 'N Wrestle is written by the authors of Way of the Exploding Fist. Tony Hetherington grapples with the latest sporting challenge from Melbourne House.

Rock 'N Wrestle — The Moves


Body Slam
Pile Driver
Knee
Lift
Kick
Reverse Suplex
Forearm Jolt
Head Butt
Charge
Arm Spin
Atomic Drop
Back Breaker
Walk (forwards, backwards, left and right)
Suplex
Grab (full nelson, arm twist and headlock)
Turnbuckle Fly

Consequently the result of your joystick will depend on the direction in which you are facing.

For example pulling the joystick back while facing your opponent up the screen will result in a kick but will become a forearm jolt if you are facing to the right of the screen.

This is at first confusing but soon becomes second nature as you track your wrestler around the ring. The way the moves lead from one to the other is also well organised and allows you to follow the action without reaching for the instructions mid fight.

For example, instead of kicking, punching or kneeing your opponent when standing by him you can attempt to grab him in a front headlock, full nelson or armlock depending on which way round he's facing. Once you've got him in your grips you can either lift him above your head for an aeroplane spin or body smash or deliver a quick headbutt or devastating back breaking drop on your knee or perhaps even throw him over your shoulder onto the canvas. When he's on the canvas you can deliver a quick kick in the ribs, an elbow drop, attempt to pin him down for a count of three (a fall) or you can even climb on the top of the ropes and leap on him from a great height.

My favourite move is the arm spin where you grab your opponents arm and spin him around, faster and faster, in a circle until you let him fly off into one of the ropes. Then all you have to do is wait for the rebound when you can deliver a chop to the throat, flying body press or drop kick that will usually end the bout.

Frantic joystick waggling is never far away from any sports simulation and Rock 'N' Wrestle is no exception since this can get you out of a lot of trouble. In fact whenever your opponent has his hands on you, you should start waggling frantically as this might get you free.

Each wrestler begins each bout at full strength which is displayed as a line of marks at the bottom of the screen. These are reduced as each blow and throw take their toll. Although a wrestler can continue, and even win, if this reaches zero but it does mean he's weaker abd liable to be thrown around a lot more.

Consequently it's a good idea to soften up your opponents with a few kicks and headbutts before you attempt a throw or spin as it's almost impossible to get a fully fit wrestler in a spin.

Once you've perfected your moves you're ready to step into the ring and challenge for the title.

In the Ring

The opponents that stand in your way are almost as varied as the moves themselves. Each has his own speciality moves and an incredibly dubious background. However they all have one thing in common. They don't want anyone called Gorgeous Greg as world champion.

Your first battle is with Redneck McCoy and his skill at the atomic drop that could end your bid for the title in 30 seconds flat. Next on the agenda is a headbutting fanatic called Molotov Mick followed by the youngest son of the most junior wife of a wealthy Sheik. The aptly named Angry Abdul likes to make up for the fact that he's a long way from the money by bashing your head against the canvas.

Don't be fooled by your next opponents pink leotard as L.A. Bruce is no sissy. This is something you'll realise when he picks you up, spins you around and then slams you into the canvas.

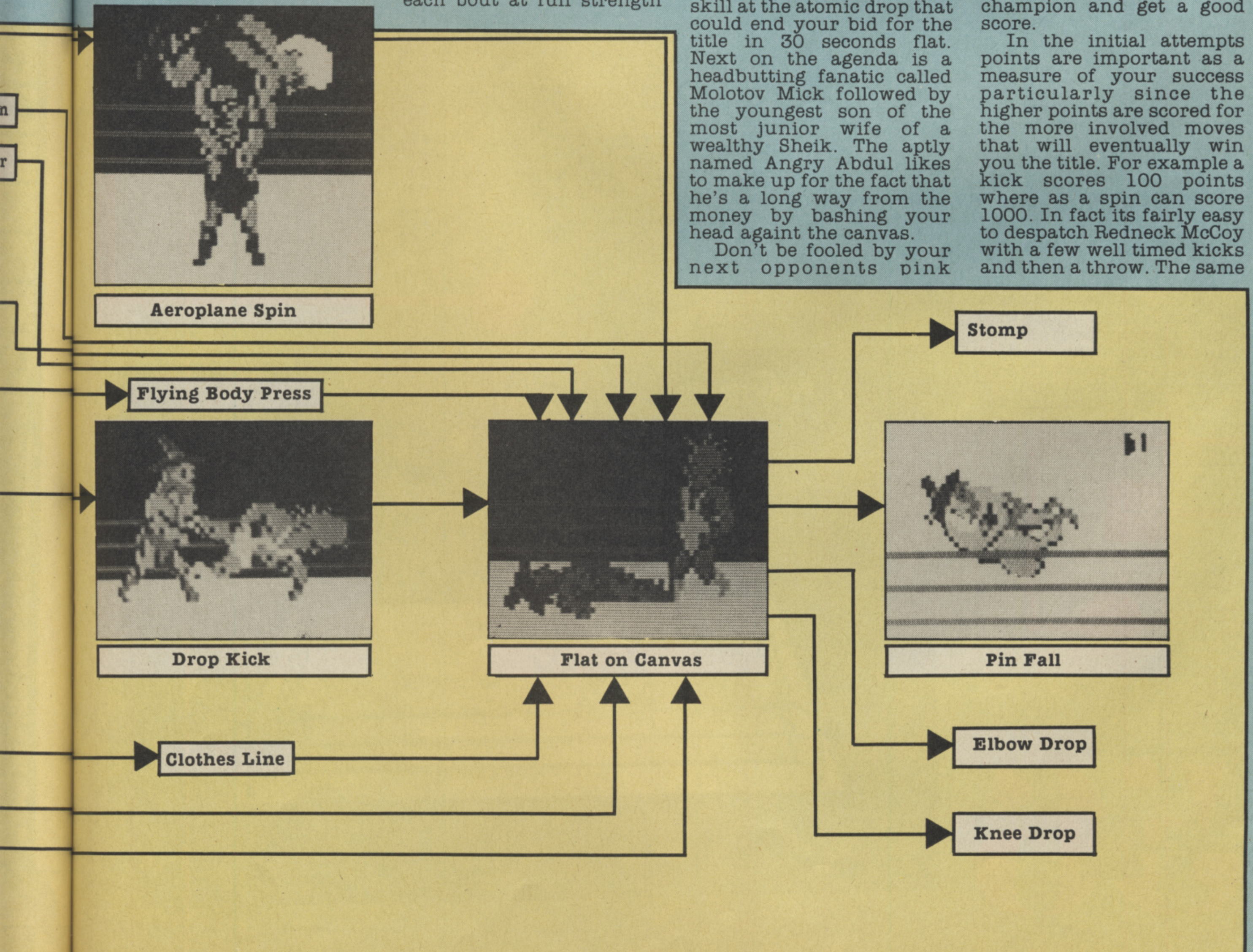
Your halfway bout on your title bid is against the Missouri Breaker who builds his strength by throwing cows around his ranch. Next is a football hooligan that loves to put the boot in called Vivian, an Apache brave called Flying Eagle who loves to fly from the ropes to your head, the masked Bad Barney who loves to hear his opponents choke and finally the champion, Lord Toff.

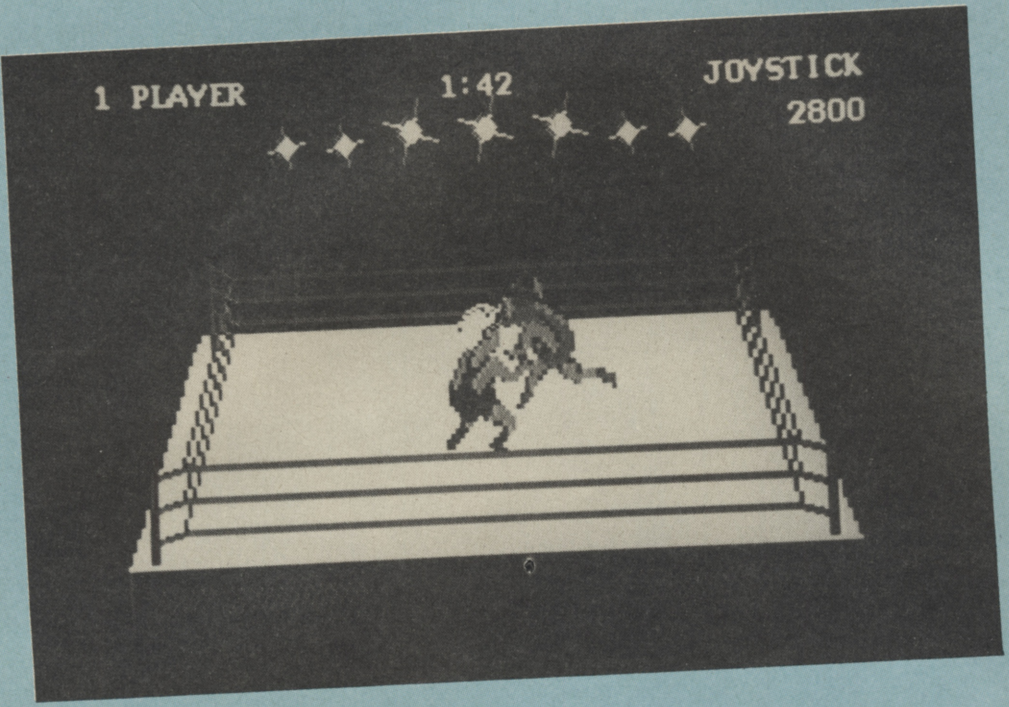
Each bout lasts three minutes and to win you must score a fall otherwise your opponent wins by default. Against Lord Toff there is no time limit and only one winner.

Seconds Out

After several late nights, a sore thumb and a broken joystick I am beginning to grasp some of the tactics needed to become world champion and get a good score.

In the initial attempts points are important as a measure of your success particularly since the higher points are scored for the more involved moves that will eventually win you the title. For example a kick scores 100 points where as a spin can score 1000. In fact its fairly easy to despatch Redneck McCoy with a few well timed kicks and then a throw. The same





tactics wouldn't work against Lord Toff. So it's important to get the practice in against the "easier" opponents.

The opposite is then recommended when you are in a position to make a serious title bid since then you should despatch each opponent with the minimum effort since you have nine fights to win without a single break.

Finally as a general rule you should keep on the move to make it as difficult as possible for your opponent to get his hands on you. If he does, waggle frantically until you're free then move quickly away. This is important as it is easy to leave yourself open for the same attack and it is unlikely that the computer will tire before you do.

Timing is the crucial factor when you go on the attack as a missed timed drop kick or Turnbuckle fly (jump from the ropes) could leave you out for the count.

Conclusions

Rock 'N Wrestle is a superb sequel to Exploding Fist which I find more enjoyable than the sport it simulates.

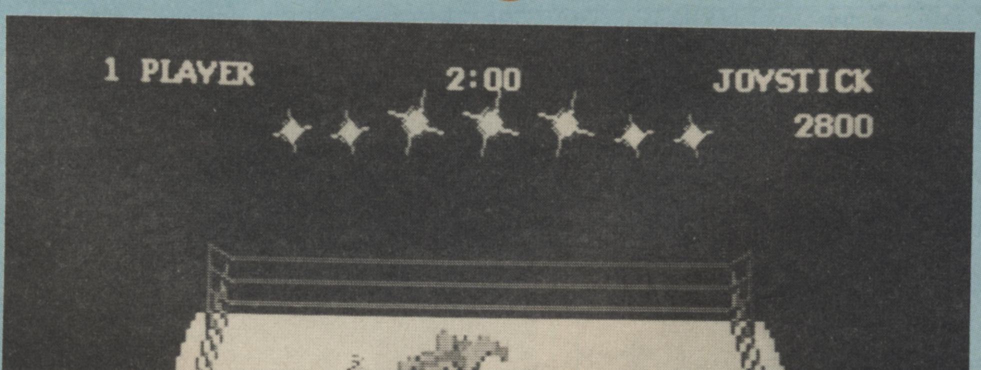
The variety of moves and opponents will present even the seasoned player with a new challenge every game.

The graphics are excellent and the package is completed by rock music that accompanies your road to the world title.

Rock 'N Wrestle costs £9.95 and is an essential addition to all Commodore 64 owners collections.

Originality	●●●●●
Graphics	●●●●
Use of machine	●●●●●
Value for money	●●●●

Star Rating Nova	☼



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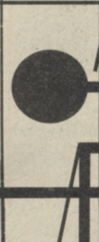

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Address: ....
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Telephone: ....
Computer type: ....
Computer model: ....
Program name: ....
Additional details: ....
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alternate REALITY®

Have you ever wondered what it would be like to be kidnapped by aliens and left in a strange city full of mystery and monsters? Now thanks to Datasoft and US Gold you can experience this Alternate Reality.

As the game loads in your fate is described. An alien ship appears over a city skyline, destroys a few buildings and then kidnaps you.

You are taken to the city of Xebecs demise where your adventure begins. You are clothed in the poorest coverings, have about 240 copper pieces, no weapons, no armour and little hope for survival. Ahead of you is the gateway to the city, as you walk through your destiny is sealed.

In the coming days you will fight with deadly enemies, discover dark secrets, find marvellous treasure until finally you can return home to take out your revenge on your captors.

The Game Pieces

Alternate Reality will soon be available on disk for C64, Atari and Apple computers and will cost £19.95. This may seem like a lot of money for one adventure but you do get your money's worth.

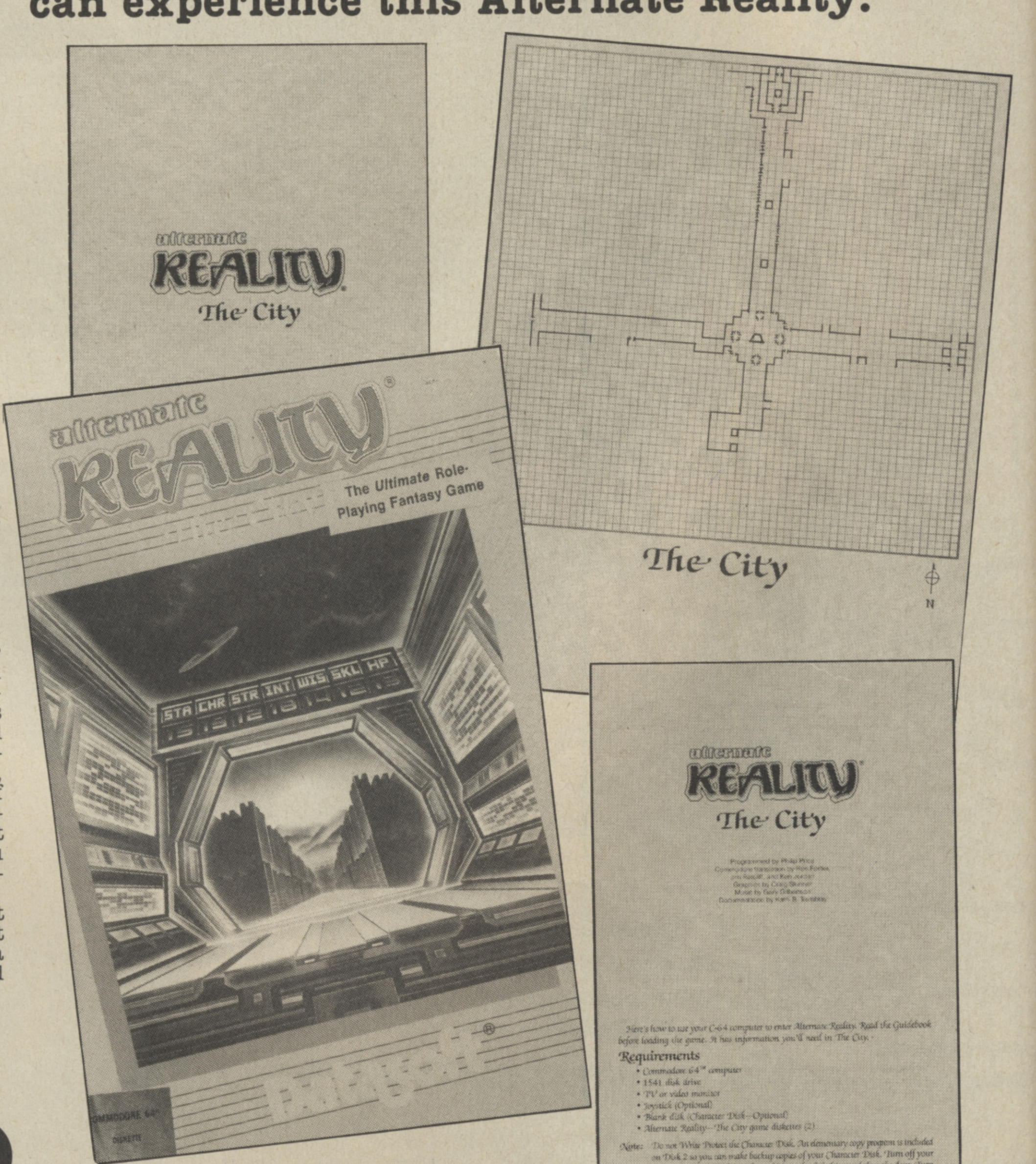
In the box you will find two disks, two instruction books and a partly drawn map of the city. This only a few main streets marked on it, the rest you have to discover yourself.

Together the instruction books give you background information on the city, its buildings and possible inhabitants as well as a quick command summary and a guide to creating your character.

Your Character

The strengths and weaknesses of your character are determined as you walk through the gateway. Constantly changing numbers freeze at this moment and determine the stamina, intelligence, wisdom, skill, charisma and charm of your character. Others indicate the number of hit points (how durable you are) and the number of copper pieces you start with.

You could time it right and get a character that could win you the game, a second later you could end


alternate REALITY The City
alternate REALITY® The Ultimate Role-Playing Fantasy Game
STA CHR STR INT WIS SKL HP
COMMODORE 64
Datasoft®
The City
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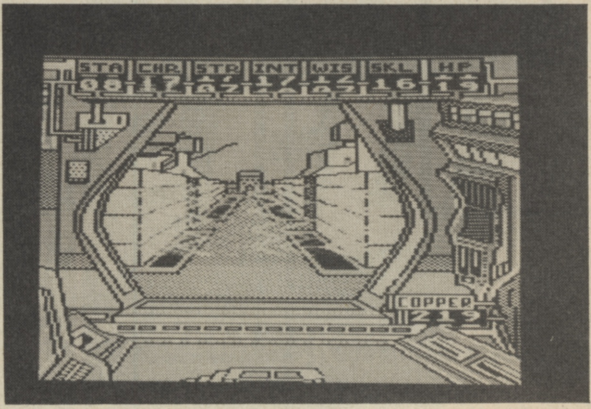
alternate REALITY The City
Requirements

The map, books and disks — your passport to an alternative Reality.

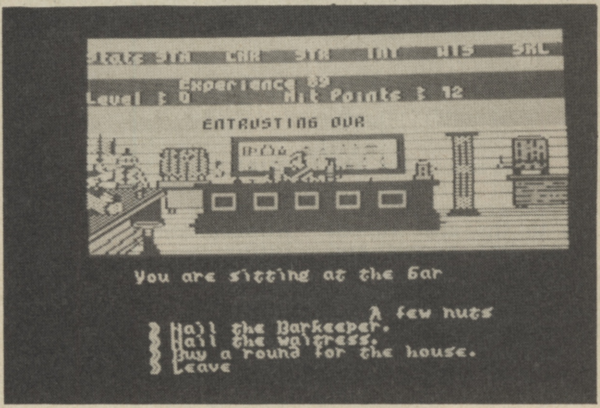


Your adventure begins through the gateway.

up with someone who is unlikely to last the hour. I wouldn't worry about timing too much and leave it to chance.

One of the disks is used for creating your character and can be saved for later reincarnations. This would-be hero is then named for posterity. You are allowed 31 letters which gives you plenty of scope to get away from the standard Bill, Fred or Gandalf. In Alternate Reality you can be Fred the Brave, Bill the Bold or The Mighty Gandalf and still have scope for more.

Once you've created your character you're ready to enter the city.



You are sitting at the Bar

A few nuts

Hail the Barkeeper.
Hail the waitress.
Buy a round for the house.
Leave

The Tavern — a source of food, drink and information

The City of Xerocs Demise

The streets and buildings of the city are drawn in an impressive 3D view in a window in the centre of the screen. Above it are your characteristics. The space below it is reserved for option menus that appear whenever you enter a building or meet somebody or something in the street.

As you move down the streets, by pushing a joystick the 3D view scrolls with you.

You begin your adventure in the city's main square which is luckily the safest part of the city. Unfortunately it is also the most expensive. If you were lucky you may have about 200 copper pieces, in the main square a woollen jumper costs 600.

Sadly the best is not for you just yet. So you have to leave the safety of the square and explore streets as yet unmarked on your map.

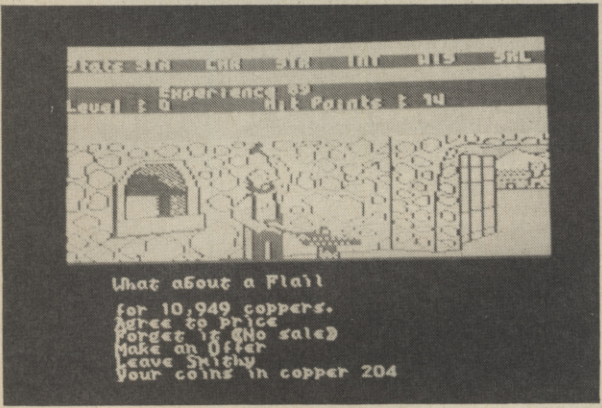
Danger lurks in these areas particularly at night and in bad weather.

You search for a safe place to sleep and find it in an inn. Here for a price you can sleep in a room or on the common floor depending on the money you're prepared to pay.

Food is next on the agenda and can be found along with a variety of drink ranging from water, sasperalla and grog in the taverns.

These are also the source of some clues in the guise of songs that are sung. Naturally they aren't actually sung but the words appear on the screen in time to the music that is hammered out.

Once you've eaten and slept you can explore a bit more being careful to map the city as you go. It's a wise precaution to pause the game as you're drawing in case you get ambushed while you're away from the keyboard.



What about a Flail

for 10,949 coppers.
Agree to price
Forget it (No sale)
Make an Offer
Leave Smithy
Your coins in copper 204

The Smith will make you a weapon — for a price.

On your travels you will discover smithes to buy weapons and armour, banks to store your cash, shops to spend it and healers and guides to cure you and remove any curses you may have stumbled upon — for a fee.

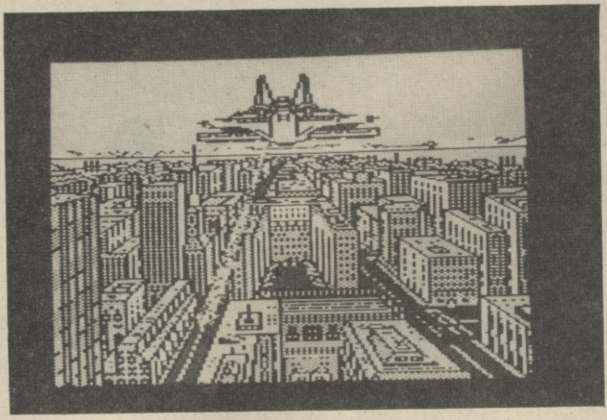
The Population

The cities population is numerous and varied. Some may be kind to you others may eat you.

You will meet poor people, common people, merchants, couriers, noblemen, guards and gladiators. Hopefully you won't fall foul of too many thieves, assassins, imps (devilish fire-breathers), wizards, dwarfs or the numerous unnamed horrors that roam the city at night (and some during the day).

Whenever you meet a character the computer first decides whether you saw him first and have the chance to surprise him, or the other way round. Either way a series of options appear at the bottom of the screen. The list that appears depends on whether you are engaged in combat or disengaged.

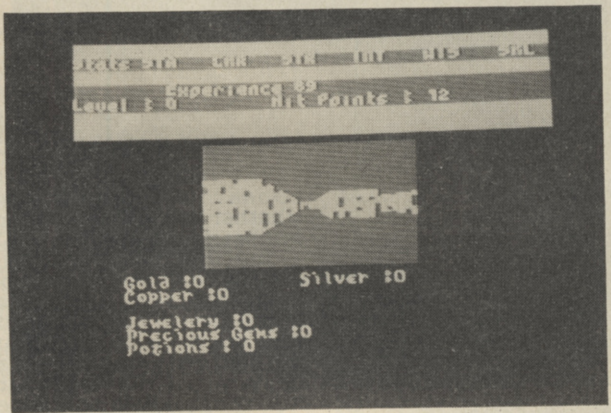
If you're disengaged you can try to trick your opponent (not wise against a thief), or charm them if your charisma is high. You can also start a fight, cast a spell (if you have any), or run away. If a fight begins you then swap to the engage list of options that include attack, lunge and parry.



An alien ship kidnaps you . . .

Defeating an opponent may gain you treasure in any of its many forms. Gold and silver, potions and magic swords are just some of the possibilities. Other possibilities are not so attractive. If you get hit by a poisoned or diseased creature you will lose hit points and eventually die if you don't get to a healer in time. The trusty blade you just found may turn out to be cursed (probably why you won it so easily) something only a guild can cure.

Staying alive in the city will challenge you for the first days at least. But once you solve the problem of needing money but not having any, being an easy target without a sword or any armour and having nowhere to stay, to keep out of trouble at night you can begin to think about treasure. Until then try using your charm or some tricks or if all else fails, your legs, to run away.



Stats STA CHA STR INT WIS SKL

Experience 89

Level : 0 Hit Points : 12

Gold :0 Silver :0

Copper :0

Jewelery :0

Precious Gems :0

Potions : 0

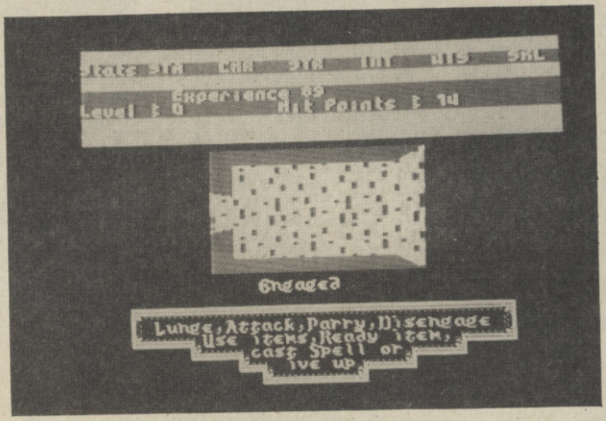
A street scene — you have some experience points but you're also poor.

Conclusions

Alternate Reality is another attempt to capture the spirit of roleplaying games.

Undoubtedly it is a massive game giving you a seemingly unlimited collection of buildings to explore, characters to meet and treasure to find.

The graphics are effective and add to the atmosphere of the game which is created by the eerie sound effects that follow you around the city.



Stats STA CHA STR INT WIS SKL

Experience 89

Level : 0 Hit Points : 14

Engaged

Lunge, Attack, Parry, Disengage

Use items, Ready item,

cast Spell or

give up

Combat! — The engaged list of options.

Due to the size almost constant disk access and changes are required but this isn't too bad since the program sensibly uses a turbo loader.

It will certainly take some time to complete the game but even when you do your adventures are far from over. Alternate Reality — the city is just the first of seven episodes. Once you've conquered the city you can delve into "the dungeon," enter "the Arena," loot "the Palace," explore "the Wilderness" and then finally onto "Revelation" and "Destiny."

Alternate Reality — the city will be available from the beginning of March and is highly recommended.

PLANET RATINGS

Storyline	4
Atmosphere	5
Difficulty	4
Value for money	5

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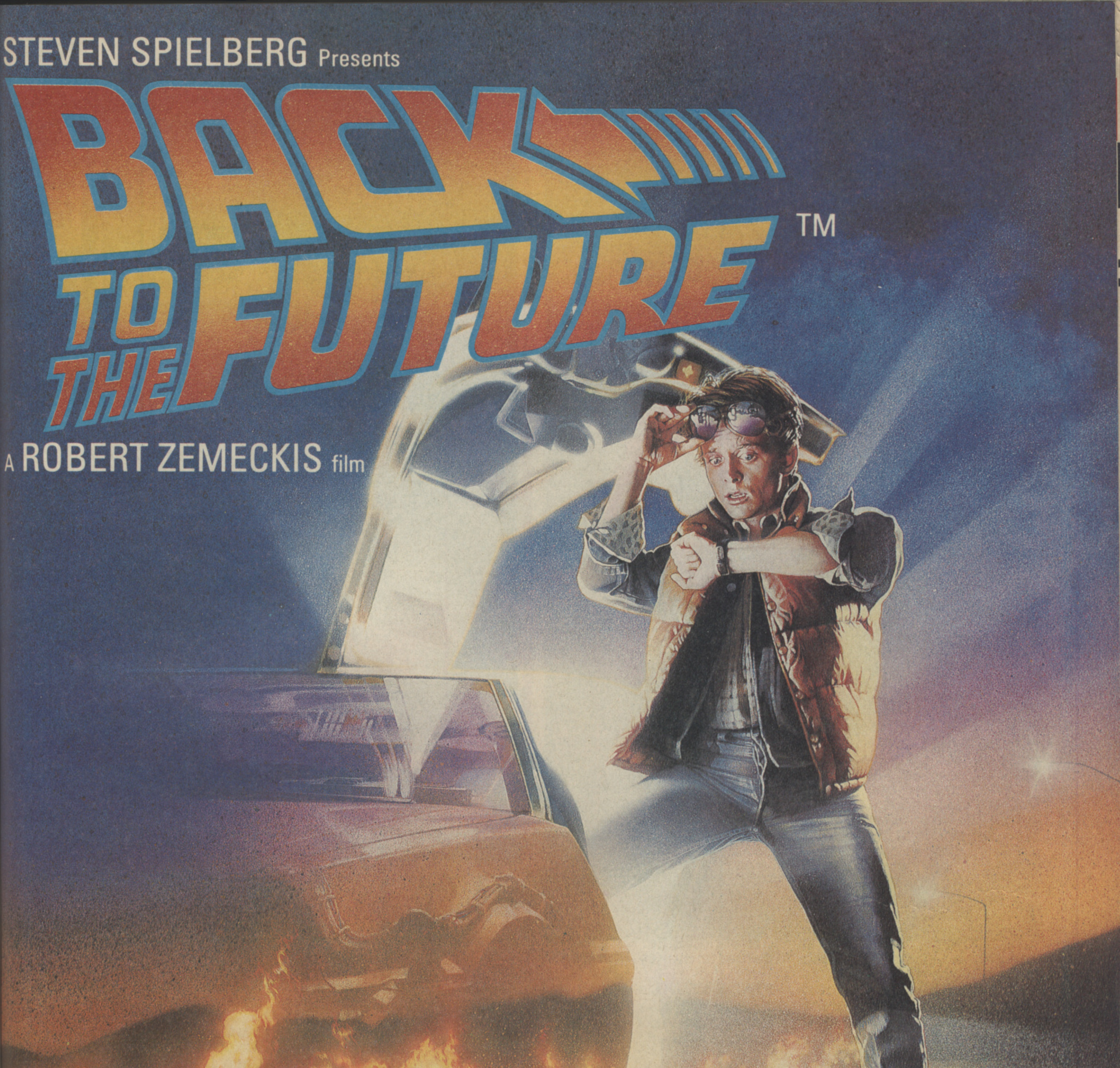


THE COMPUTER PROGRAM FROM

Available on Spectrum 48K Plus, Commodore 64
and Amstrad from Electric Dreams Software
31 Carlton Crescent, Southampton, Hampshire
SO1 2EW Tel: (0703) 229694

Electric Dreams
SOFTWARE

© UNIVERSAL CITY STUDIOS INC.

Title:	**Hardball**
Computer:	**Commodore 64**
Supplier:	**US Gold**
Price:	**£9.95**

Hardball is the first game produced by US Gold's new signing, US based Accolade software, and it's a promising sign of things to come.

The hardball in question is a baseball that is being bashed about in a game between the Champs and the All-Stars which features some of the best graphics that I have seen on the C64.

Don't worry if you don't know a slider from a sinker as the games instructions include a quick guide to baseball. Unfortunately this is only a "quick quide" and still leave things like designated hitters and Parameter field positions unexplained. Although anyone who has played rounders will soon be "playing ball".

Both teams take turns to bat in order to score runs while the other side tries to get them out either by catching the ball, tagging a runner before he reaches a base or by striking a player out.

The main battles in hardball (and indeed baseball) are between the pitcher and the batter. To strike a player out the pitcher must throw or pitch the ball in front of the batter in an area known as the strike zone. If the batter misses such a pitch then the umpire will call a strike, a strike is also called if the batter swings and misses a pitch even if it was going to miss the strike zone. This is called a ball and if the batter sees it coming before he swings his batter it is counted against the pitcher. Four balls and the batter is allowed to walk to first base.

Consequently the pitcher attempts to con the batter into hitting out at a ball by pitching a bewildering selection of fast balls, screwballs, change-ups, sinkers, sliders and curve balls.

In turn the batter can attempt to hit the ball high, low, inside and outside, bunt (or tap it) or not play a stroke at all.

Should the batter actually hit the ball he then attempts to run around the bases before the fielders collect it.

The most impressive screen is the one showing the pitcher as he delivers the ball to the batter. According to an onlooker this was even clearer than the recent TV coverage on Channel 4!

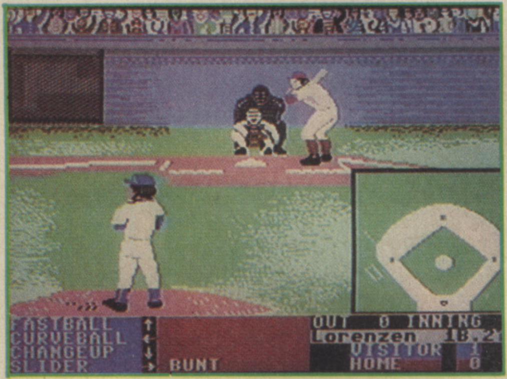
Once the ball has hit the screen display switches to show either the left or right side of the field.

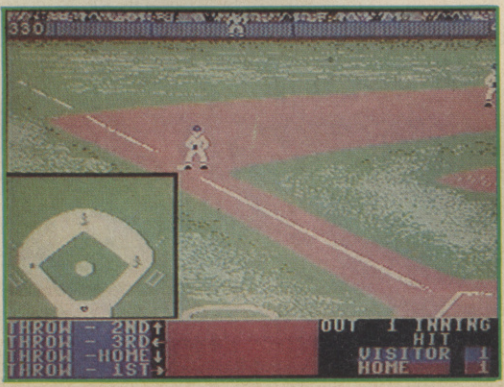
If that lot isn't enough you can also exchange or substitute players from your bench as well as changing your fielding positions and tactics. T.H.

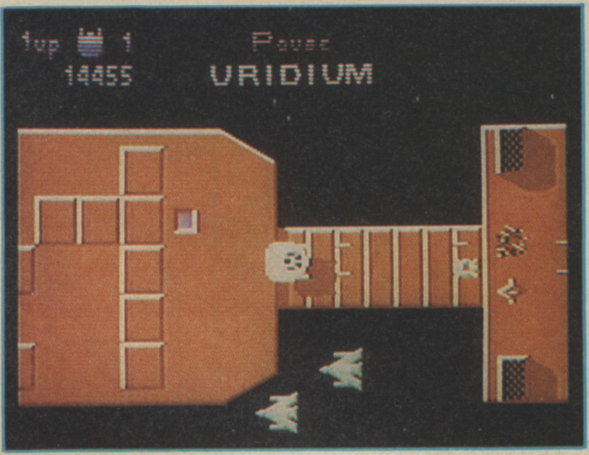
PLANET RATINGS

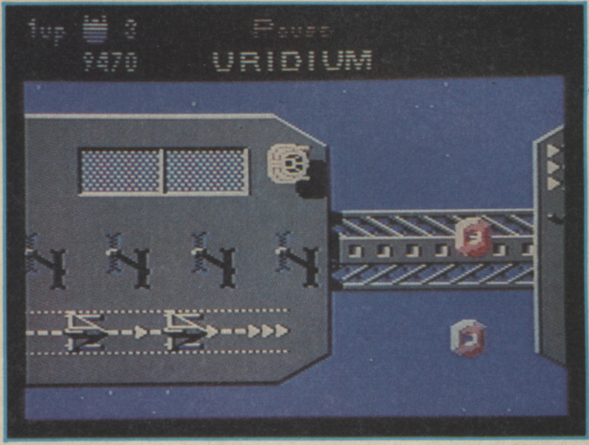
Originality	●●●●●
Graphics	●●●
Use of machine	●●●●●
Value for money	●●●●●

STAR RATING
Nova









Title:	**Uridium**
Computer:	**Commodore 64**
Supplier:	**Hewson**
Price:	**£9.95**

Remember Paradoid?, well this is the next game from the same author, and is the sequel to the previous game. The only similarity is the method used to indicate depth, the grey scale shading and shadows. Other than that, it's a whole different game.

The plan behind this game is to destroy 16 space ships of the super-dreadnaught class. These ships are in orbit around your 16 planets and are draining these planets of one particular metal each. These ships are named after the different metals, so you start on tin, go through lead and gold, and end at uridium. All your other top ten best minerals are also represented.

Each ship, as well as being a colour representing the metal that it is named after, has different strategy necessary to beat it.

The game is played almost like a plan view Defender. With your ship able to turn over, accelerate and decelerate, and flying on its side to get through tight gaps.

The pseudo 3D aspect of the game is based on the surface installations. You can see how high something is by the length of its shadow — so watch out. Some of the surface stuff can be destroyed for extra points, but not everything goes boom, as mentioned earlier some things go crunch!

After you have wiped out sufficient nasties, and knocked out enough surface installations, you can land on the main runway of the ship. This gives you access to the main reactor of the ship where you have to pull out as many fuel rods as ossible. This is a reaction-time sort of section which just supplies some more bonus points. Not very riviting, but does no harm to the game.

After that you get a chance to strafe lots more of the ship as it explodes. After this it is on to the next ship and further dangers.

A good game for all you zap addicts, with excellent graphics, good sound, and real 'feel' to it! MR

PLANET RATINGS

Originality	●●●
Graphics	●●●●●
Use of machine	●●●●
Value for money	●●●

STAR RATING
Red Giant

Title: Dragonskulle
Computer: C64
Supplier: Ultimate
Price: £9.95

Yet another game from Ultimate featuring Sir Arthur Pendragon. He has finally reached the island of Dragonskulle where he is to search for the evil Skull of Souls. As usual with Ultimate games, the cassette inlay gives you a lot of blurb about feelings of evil and dire warnings but absolutely no indications of what on earth you are supposed to be doing.

The game's graphics very attractive with the caves to be exlored being presented in 3D perspective. There is a fair assortment of nasties to be overcome or avoided such as falling acid drops and stalactites, bouncing skulls, wasps and eyeballs and a huge, finely animated dragon.

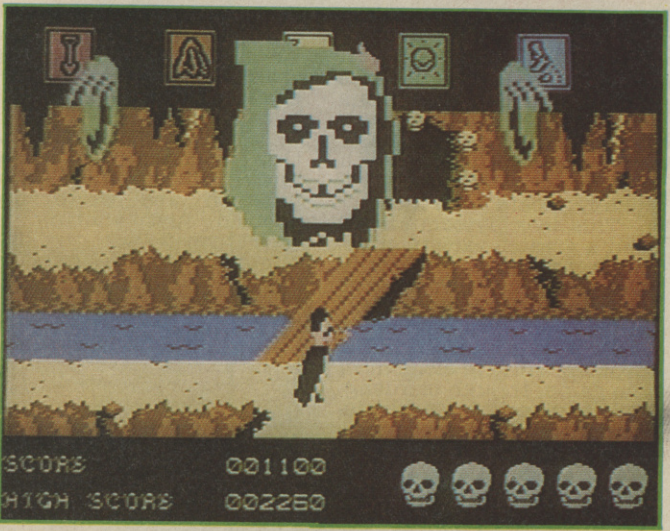
Sir Arthur starts off on a beach where he has landed in his small boat. The only entrance to the caves is through a huge skull complete with eyes that seem to follow you. Your way is, however, blocked by an electrified force field. Fortunately, it is not long before you find the magic starfish that de-activates this energy barrier. As well as moving around, Sir Arthur can perform certain other tasks. These are depicted as icons at the top of the screen and can be selected from the keyboard. The icons allow you to dig and wear a magical energy cloak (once you have found the appropriate items), pause the game, throw a magical orb and jump. A nice touch here is that if you try to do something without the necessary item, Sir Arthur's shaking head appears instead of the icon. You start the game with five lives although extra ones can be found (though you will need a grave sense of humour to find them). When your last life finally disappears, a huge, hooded skull appears and you see your soul sucked from your body.

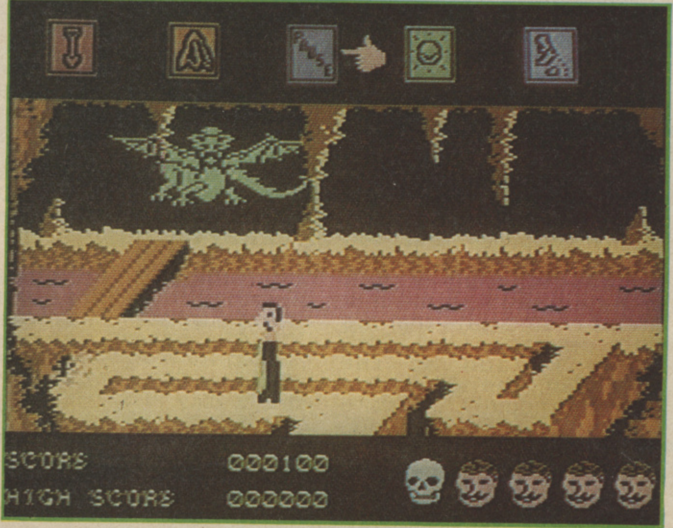
Dragonskulle is a pleasant enough arcade adventure and probably the pick of the Arthur Pendragon games to date but you cant help feeling that you've seen it all somwhere before. GRH

PLANET RATINGS

Originality	●●
Graphics	●●●●
Use of machine	●●●●
Value for money	●●●

STAR RATING
Red Giant



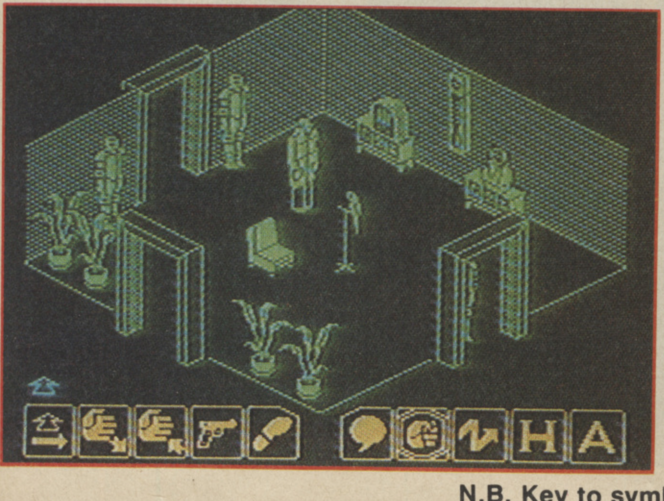


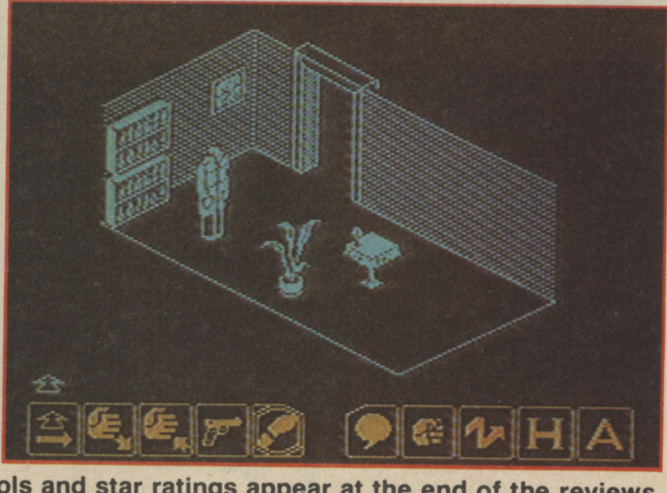
Title: Movie
Computer: Spectrum
Supplier: Imagine Software
Price: £7.95

Ok blue eyes, so maybe you've seen The Godfather but this is the real thing. Movie is based on those old gangster films where all the men have names like Chico Spaghetti, wear stripey suits and raincoats with turned up collars.

The game (which was written in Yugoslavia, just outside Liverpool), adopts the increasingly popular style of 3D graphics first seen in Knight Lore, but which has been copied by other companies since then. You play the part of a private eye attempting to locate a cassette tape which is hidden in a Mob leader's hideaway. Your search will take you through various streets and buildings and along the way you will encounter some of the mobster's henchmen. Most of these will try and 'rub you out', especially as you get closer to the hideout, but occasionally they may be able to give you some information, such as passwords for getting into buildings. At some point you'll meet a woman who is one of a pair of twins; if she's the good twin she will lead you to the hideout, but if it's the evil twin then you could be led into a trap.

As well as the excellent graphics, Movie has added one or two features to the





N.B. Key to symbols and star ratings appear at the end of the reviews.

Knight Lore/Sweevo's World format. These are present in the form of an icon menu which allows you to perform actions such as firing a gun, punching an opponent, and also creating speech balloons in order to try and communicate with them.

This icon system allows you a greater variety of actions than has normally been available in this type of game, but Movie doesn't really capitalise on this as well as it could since the problem solving element of the game, though challenging in places, isn't consistent throughout the game.

The locations that you move through are full of finely detailed objects, many of which can be pushed around, or weapons such as guns and bombs which can be used to wipe out anyone who stands in your way. I can't help thinking though, that a lot of memory has been taken up by graphics for objects that don't seen to serve much purpose. Unlike Knightlore or Sweevo, the rooms don't really contain many obstacles that you have to find your way around, but many of them are cluttered with loads of items of furniture that are just decoration and don't seem to add to the gameplay. The women are placed randomly, but since you begin the game in the same location each time, wandering through the same locations at the start of each game can get a bit boring.

My one real criticism is that you only get one life, and considering how many gunmen are wandering around just waiting to shoot you full of lead this simply isnt enough to allow you to play the game properly. After wanderng around for a couple of hours I found it incredibly irritating to get deep into the game only to get shot or collide with an object just once and have to start all over again.

I hope I haven't sounded too critical, since Movie is an enjoyable and fairly addictive game. The graphics are excellent, and the icon system is an impressive addition to this type of game, it's just that my first impressions of Movie were very favourable indeed, but after playing it for some time I felt that it only partly fulfilled its potential. SD

PLANET RATINGS

Originality	●●●●
Graphics	●●●●●
Use of machine	●●●●●
Value for money	●●●●●

STAR RATING
Bright Star ○

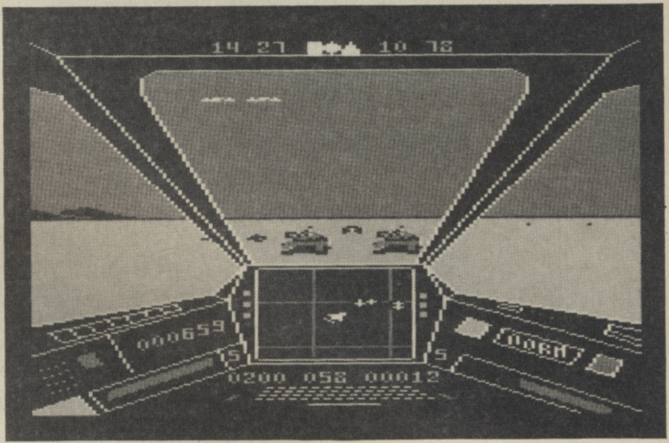
Title: **Skyfox**
Computer: **Amstrad**
Supplier: **Ariolasoft**
Price: **£8.95**

Skyfox on the Commodore 64 was greeted by a 'shoot-it-and-it-explodes starved public, with a lot of enthusiasm. Initially disk only, due to the size of the program, the game was then released on a multi-load tape.

Amstrad (and shortly Spectrum) owners can now sample the delights of eliminating tanks, motherships, and deadly high altitude fighters. And due to it being converted in Britain it goes in in one load.

The game puts you in the legendary Skyfox fighter — the last one left! in front of you is a complex 3D control panel and a view of the ground/air in front of you. Instruments include a birds eye radar view, ammo left, instruments for fuel, speed, altitude, and shields, with a compass and an auto pilot.

Additional navigation aids include a co-ordinate



indicator for where you are on the map. Extra information is available via the base computer — but only when the base is still active and hasn't been eliminated by the bad guys.

The base computer can be used to see where there are enemies, what score you have, and what the status of all your instalations is.

So you are launched in your skyfox fighter, select auto pilot, and wait. Reduce your speed, line up on the tanks and blast away. Climb, to bring the mother ship into view, select missiles, and fire!

Next, climb up into the stratosphere where it's time to take on the fighters — harder than it sounds, they are quite nasty. Combat up above tends to be fast and furious — so remember to keep some missiles handy.

At the start of the game you can have one of five skill levels and 15 different scenarios. these alter the type and strategy of the invading enemy forces. These range from different types of training missions so that you can get the measure of the enemies that you will be facing, through the accurately named 'Massive Onslaught'!. to problem attacks like Chess, or Alamo.

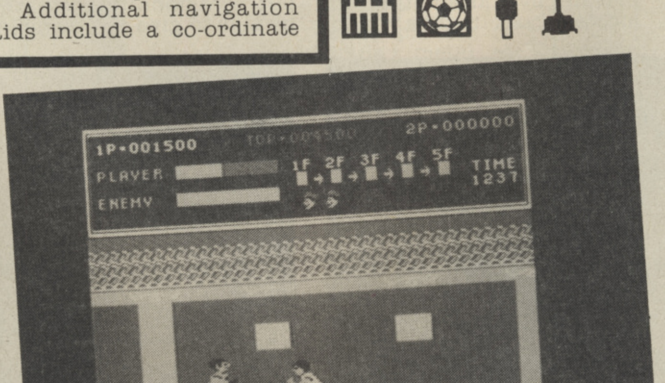
The conversion from the Commodore is graphically accurate, and the colours are quite good. the only drawback is the reduction in smoothness. This is similar to the conversion of Elite for the Spectrum, where to keep the speed up, it was made more jerky. This is inevitable though in conversions of this type. Spectrum and Amstrad owners will just have to live with it. Otherwise, good job Ariola. MR

PLANET RATINGS

Originality	●●●●
Graphics	●●●
Use of machine	●●●
Value for money	●●●

STAR RATING
Bright Star ○

Title: **Kung Fu Master**
Computer: **Commodore 64**
Supplier: **US Gold**
Price: **£9.95**



Kung Fu Master is a licenced version of the arcade game of the same name that was in the arcades about a year ago.

The basic plan is to work your way through the temple to rescue the maiden to whom you are betrothed. On the way many baddies try to stop you by throwing various things at you or by ganging up and crushing you to death.

The fighting action is a bit simpler than most fighting games that I have seen for a while, and this is a point in it's advantage.

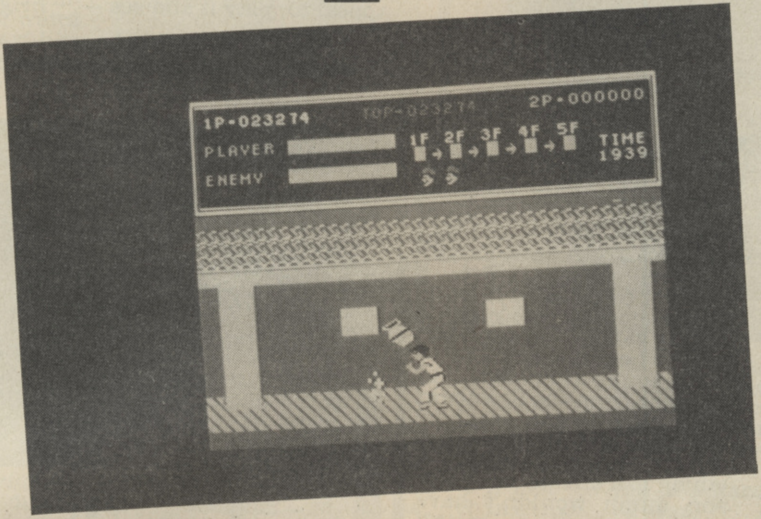
The original coin-op game had a bad plot and an even worse gameplay. But it was saved through it's good graphics and it's (then) original game idea. Unfortunately the computer version of this has reasonable graphics, is no longer original, but still suffers from an awful gameplay plot, and is thoroughly boring.

If you are a martial arts fanatic then this game may be of some interest — though you would have to be a real fanatic. **MR**

PLANET RATINGS

Originality	●
Graphics	●●
Use of machine	●
Value for money	●●

STAR RATING
White Dwarf ◓



Title: **Back to the Future**
Computer: **Commodore 64**
Supplier: **Electric Dreams**
Price: **£7.95**

Oh dear! what have Electric Dreams done this time? In an attempt to cash in on the current Spielberg blockbuster, ED have knocked out a game based on the aforementioned film. Unfortunately it looks like it only took six weeks to write.

The game is based over a small number of screens, in these screens are various objects. Wandering around these screens are the characters from the film.

Arranged around the screen are various icons and indicators that tell you the state of various objects as well as the two photographs of the future that indicate your success or failure in restoring the future to the way that it was originally intended.

In the game you must do most of the things that occur in the film, including making a skateboard out of bits that you can find littered about the screens. It's getting these objects and their effects on people that make up the bulk of the game.

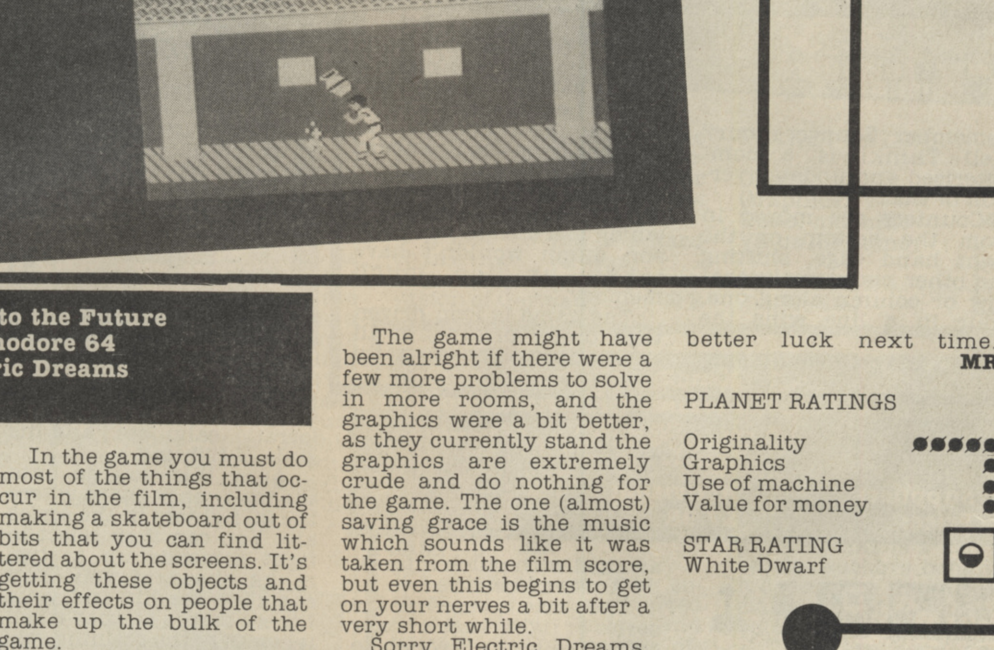
The game might have been alright if there were a few more problems to solve in more rooms, and the graphics were a bit better, as they currently stand the graphics are extremely crude and do nothing for the game. The one (almost) saving grace is the music which sounds like it was taken from the film score, but even this begins to get on your nerves a bit after a very short while.

Sorry Electric Dreams, better luck next time. **MR**

PLANET RATINGS

Originality	●●●●●
Graphics	●
Use of machine	●
Value for money	●

STAR RATING
White Dwarf ◓



Title: Think!
Computer: Amstrad
Supplier: Ariolasoft
Price: £7.95

Remember Connect Four? Well Think! is a computerised and updated version of that.

Counters are moved in from the bottom or the right hand edge, shifting the other counters in that row or column along one. Four in a line wins the game.

This may all sound simple, but in practice it isn't. The computer also plays a strong game — so don't expect to beat it easily.

The conversion is straight from the Spectrum with only minor graphics changes and a lack of a screen dump facility — which is a shame as an Epson dump wouldn't have taken up too much memory.

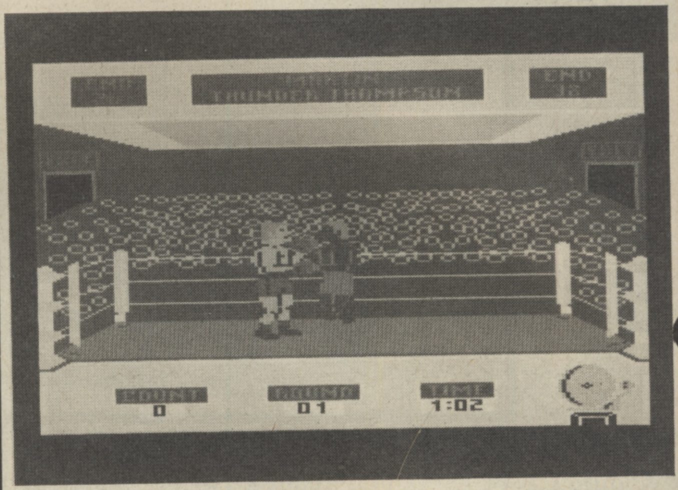
The game is icon driven with pretty pictures of all the options. The start up screen is just full of icons with many different options available — blitz game, problem game, speed game, colour or green screen, defined colours. You name it — it's got it.

Overall the game is quite good with plenty to occupy you, though I don't know exactly who the game will appeal to, play it and see — you never know, you might like it!
MR

PLANET RATINGS

Originality	●●
Graphics	●●●
Use of machine	●●●
Value for money	●●●

STAR RATING
Bright Star ○



Title: Barry McGuigan's Boxing
Computer: Amstrad
Supplier: Activision
Price: £7.95

Launched on the Commodore 64 some time ago, BMWCB is another of those games that have been awaited with much interest by Amstrad owners.

The game is based on the series of fights that a boxer will have to go through to reach the world championship. To begin with you have to select certain characteristics for your man — name, race, colour of hair, kit colours, nature (erratic, calm, etc.) and his style of fighting.

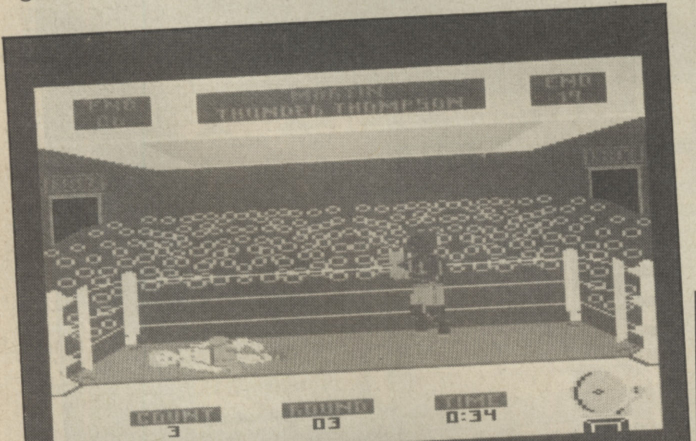
After this you go onto the top twenty board where the 20 fighters in the series are. You can then select to fight someone up to two ranks ahead of you. You can then see his and your fitness status so that when it comes to the training sessions you know which areas to concentrate on — stamina, strength, endurance etc.

You only have a certain amount of time before the fight to bring up your fitness on these areas so it is worth thinking about what you are doing when you select which of the training aids should be concentrated on.

After this comes the fight. There are nine different moves that you can make — seven attacks and two defences. These range from long distance punches without the fire button being pressed, to close in stuff with the button down.

This part of the game is very good, the computer opponents are excellently thought out and don't just stagger about like in the Amsoft Boxing game. In between each round you can see what your and your opponents status is and what to concentrate on.

Whether you win or lose you win an amount of money and the chance to move up the rankings to become a contender or even take the championship itself.
MR



PLANET RATINGS

Originality	●
Graphics	●●●●
Use of machine	●●●●
Value for money	●●●

STAR RATING
Bright Star ○

Title: Sweevo's World
Computer: Amstrad
Supplier: Gargoyle Games
Price: £7.95

Sweevo's World is another of those Ultimate-like games that have you wandering from room to room overcoming various obstacles. In this case you are a little creature with an extremely long neck called Sweevo.

You start off by selecting one of five scenarios for you to play in. I am unsure whether this is five starting points of the same maze, or five different mazes, but it probably doesn't matter anyway.

The game itself has a lot of detail with many difficult puzzles to solve. The main antagonists are these pointing fingers that thrust out of the ground to poke you. These are accompanied by all sorts of weird and wonderful dwarf-like creatures that dash around after your blood.

Sweevo's World is a good game for all those people that like this kind of game. There is enough in it to make it a bit different to the normal run-of-the-mill game. The graphics, sound and animation are all good. Though the colour is a bit lacking due to the mode used, but there is no alternative to this and it is a wise choice.

Well worth buying. **MR**

PLANET RATINGS

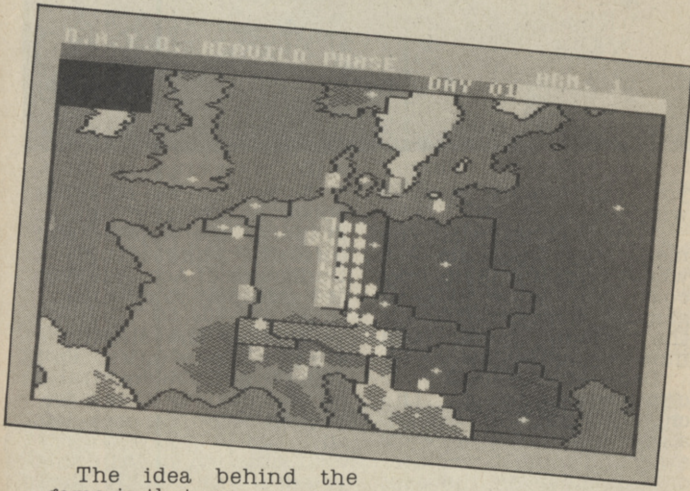
Originality	●●
Graphics	●●●●
Use of machine	●●●●
Value for money	●●●

STAR RATING
Bright Star ○

Title:	**Theatre Europe**
Computer:	**Amstrad**
Supplier:	**PSS**
Price:	**£7.95**

When Theatre Europe first came out it was considered rather controversial, due to it's up to date topic. A year or so after its release, the situation remains the same, though the hue and cry has died down.

The Amstrad conversion of this game is as good as you would expect with plenty of hi-res colour and sound. The game remains the same through all of it's versions.



The idea behind the game is that you are commander of either the Warsaw Pact forces or the NATO forces, and either one of you must defend West Germany from the other.

The method of commanding your forces is in a similar manner to Battle of Britain — another game by the same people. The screen is occupied by a map of Europe, with strategic sites and cities highlighted. Your forces and your enemies forces are also shown. You then begin to allocate these forces to move to various places, whether to attack or not and what to attack, and then you slug it out.

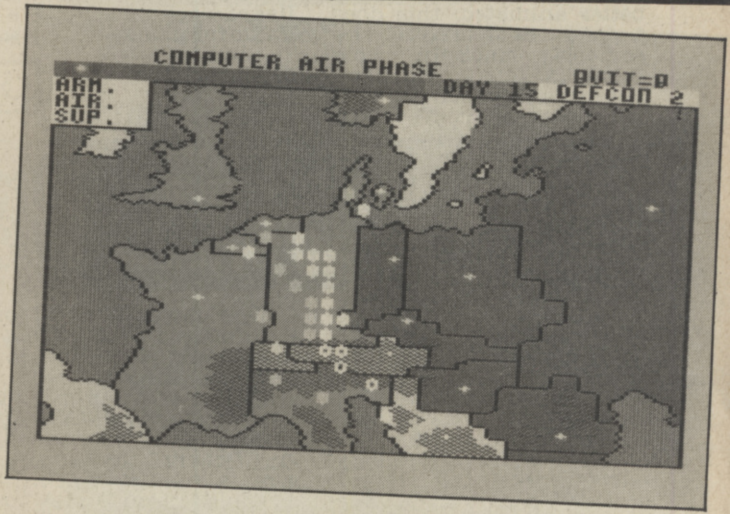
If the action section is selected at the start of the game then the attacks are presented on screen as a picture of some buildings with some tanks crawling all over the place along with a jet plane and a helicopter flying above. You must then move your sights around and blast them with your gun. This adds a slight interlude between staring at the map and consulting the tables that crop up.

After all the fighting you then get a chance to reequip and supply your forces.

And so you drive on — desperately trying to force back the red hordes, or trying to force your way into another country (at the legitimate government's request of course!).

Two of the options are strategic — nuclear or chemical strikes. The chemical can be quite effective, though the nuclear strike tends to wipe out the entire world!

A fast moving and hard thinking game, I thoroughly enjoyed my invasion of Germany. **MR**



PLANET RATINGS

Originality	●●●●
Graphics	●●●
Use of machine	●●●●
Value for money	●●●

STAR RATING
Bright Star ○

Title:	**ZoneX**
Computer:	**Atari**
Supplier:	**Grenlin Graphics**
Price:	**£9.95**

It's good to see that someone else has now started doing Atari titles, and Gremlin Graphics have offered two titles to date, the first of these is called Zone X, not very original considering that there is another ame for the Atari called Zone X.

The game is about going around a mine putting bits of plutonium back into the waste bins they were n originally, but got messed up when some thieves unsuccessful attempted to steal it.

Far be it from me to point out that plutonium is not termed as being wste, but I thought that plutonium was a nuclear fuel and thorium and lead were the waste elements, ho hum.

Anyway, you get a certain amount of time to put things right again, and as usual the guard robots cannot be switched off while you go in and fo your job, this must make it hell to actually fix anything that goes wrong.

The game is actually quite a nice maze like game, similar to a scrolling robo-tron, but you can't shoot a thing, to my mind at least, this is a bad move on the authors behalf, but it does make the game a lirrle more of a strategy/-bounty bob type game.

There are keys, spades, bonuses, doors, robots and twirling things to aid and maraude you, and overall the game is quite enjoyable. there is however no option to stop the music, which although nice, does get on your nerves slightly, well actually quite a lot.

The game is well finished and has a lot of nice touches, like a gremlin hanging over the intro page, and a help screen to show you all the nasties.

The game does suffer however in that the Atari computer is capable of a lot better things, and although this is a good game, it is not of the same standard that some of the American software houses have produced in the past.

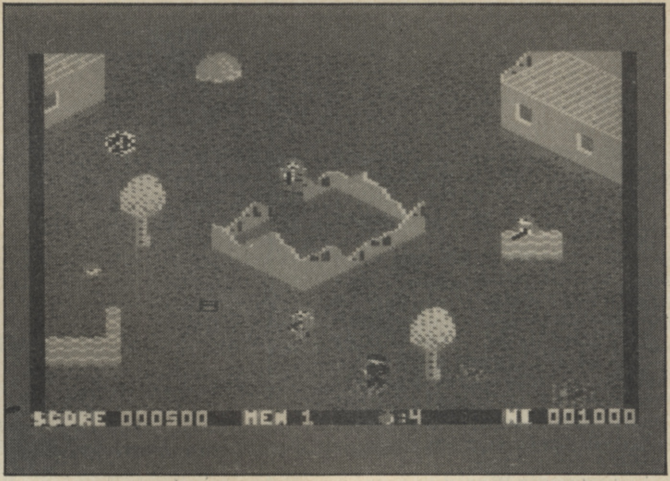
The graphics are good, if a little chunky, and the movement could have been better animated, this does not detract from the gameplay, since the whole thing is fairly addictive, but on first presentation, it may put some people off. **GD**

PLANET RATINGS

Originality	●●
Graphics	●●●
Use of machine	●●
Value for money	●●●

STAR RATING
Bright Star ○

Title: Who Dares Wins II
Computer: Amstrad
Supplier: Alligata
Price: £8.95, £14.95 (disk)



The original game — Who Dares Wins — was launched on the Commodore 64 amidst a blaze of publicity surrounding its alleged connection with the arcade game 'Commando'. Soon after this when it was taken off the market, Who Dares Wins II was released, with changes in it to avoid Alligata having to go through all the legal wrangles.

Who Dares Wins II on the Amstrad is as good as the Commodore version and has some incredible graphics and animation. The Commodore can use sprites, but the moving graphics on the Amstrad version are just as good.

The scenario is that you must charge across a pseudo 3D landscape shooting various enemies and lobbing grenades at hard points and strongholds. The screens vary in hardness and more and more obstacles are put in your way as you try to get to the outpost. Other targets appear on your attack, such as jeeps and trains, and there are bonuses to be got from shooting enemy firing squads as they prepare to do away with one of your soldiers.

On later levels a fighter plane comes in and starts to straff you — very difficult to avoid. And the grenade lobbing and mortar firing gets a lot more dense.

The control action is very good and it is surprisingly easy to switch between grenade lobbing and gun firing. The enemy also help you by shooting some of their own men on occasion! — well it's only fair, they get in the way.

Definitely an excellent game, forget about Rambo, forget about Commando, get Who Dares Wins II. **MR**

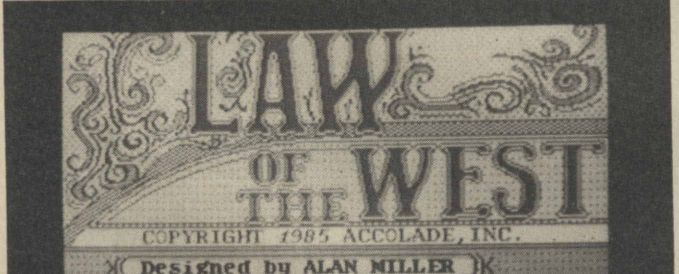
PLANET RATINGS

Originality	●●
Graphics	●●●●●
Use of machine	●●●●
Value for money	●●●

STAR RATING
Red Giant ⌖

Title: Law of the West
Computer: C64
Supplier: US Gold/Accolade
Price: £9.95

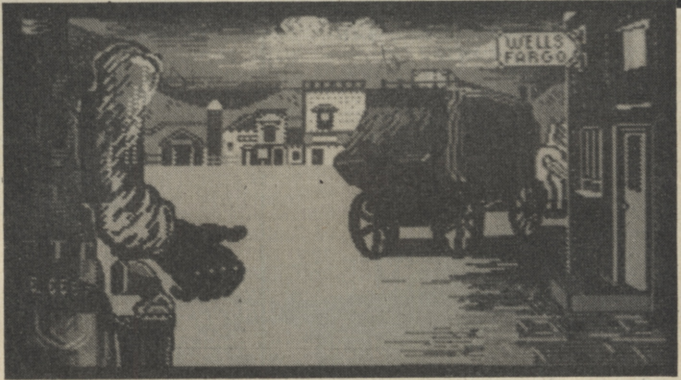
Law of the West gives you the chance to be the sheriff of a wild west town. The vacancy occurred when you predecessor died through a sudden overdose of lead poisoning. Your job is to survive until sunset.



The game consists of a series of "situations" in which you face one of the townsfolk with a superb wild west view as a backdrop.

As the character approaches it will greet you with a comment such as "how are you big boy?" You are then presented with a choice of four replys. Obviously which reply you choose depends on the answers available and who you're talking to. The character will then reply depending on the phrase that you selected with your joystick and a new set of phrases.

If one of the answers doesn't seem appropriate you can always answer with your gun.



The characters that you meet vary from the Doc whose drinking habits may cost you your life, a gambler, a mexican bandit, the saloon owner and numerous other townsfolk.

Depending on how your conversations go the character might just walk away, draw on you, walk away and ambush you later or surrender on the spot (not very likely).

You then move on to the next situation and next until you either reach sunset or bite the dust.

At the end of the game you are rated out of 12 for your performance in 7 categories which include the number of bad guys you shot, the number of crooks captured, the number of innocent people you gunned down, how well you did romantically and how well you maintained your authority.

As you can see from the screenshots the games graphics are superb and quickly becoming a trademark of Accolade, but the gameplay is disappointing.

Most of the situations are predictable (a kid isn't going to gun you down) and become obvious after a few plays. Then you are left with the long gaps as the next situation loads in, this you deal with quickly, then another long gap.

It's worth looking at this game to see the graphics that are possible on a C64 but then by Hardball (Accolades other game) instead. **TH**

PLANET RATINGS

Originality	●●●●
Graphics	●●●●●
Use of machine	●●●
Value for money	●●●

STAR RATING
White Dwarf ◒

Title: QL-Fictionary
Computer: Sinclair QL
Supplier: Sinclair
Price: £12.95

This microdrive cartridge in fact contains two word games for QL owners. The first is the title game Fictionary and is a variation on the "Call My Bluff" game in which you must pick the correct definition of a word from the four displayed.

Fictionary can be played by up to four players each competing to be the first to reach 1000 points. However since you only score a miserly 10 points for each right answer, this will take some time. Luckily the game includes a dictionary of some 2000 words which are also used in the second game — Wordhoard.

This is the better game to play as it is like word puzzles that appear in several newspapers every day.

The computer produces a word from its dictionary and you are given 3 minutes to type in as many words as you can think of using the letters from the computers word.

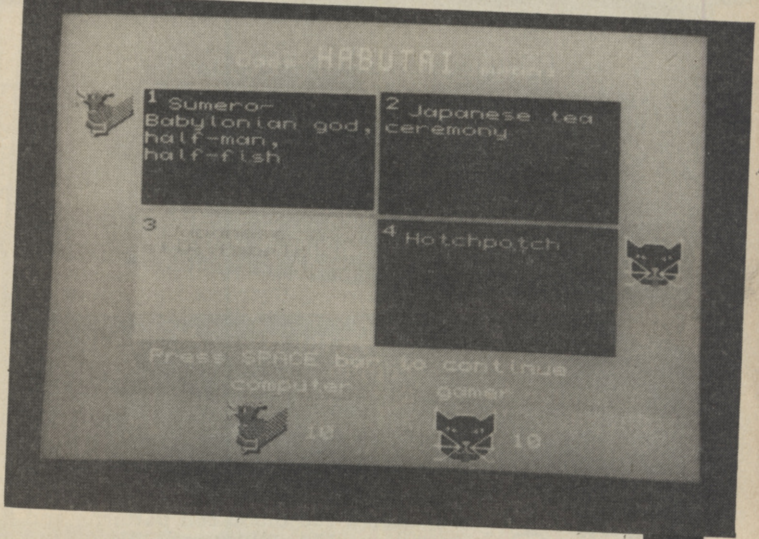
Once your three minutes are up the computer scores you on your dismal performance and then lists the words that it created.

This is the most infuriating part of the game as the computers list reminds you of all those easy words that seem to escape your mind when you're being timed. **TH**

PLANET RATINGS

Originality	●●
Graphics	●●
Use of machine	●●●●
Value for money	●●●

STAR RATING ○
Bright Star


HABUTAI
1 Sumero-Babylonian god, half-man, half-fish
2 Japanese tea ceremony
3
4 Hotchpotch
Press SPACE bar to continue
computer
gamer
10
10

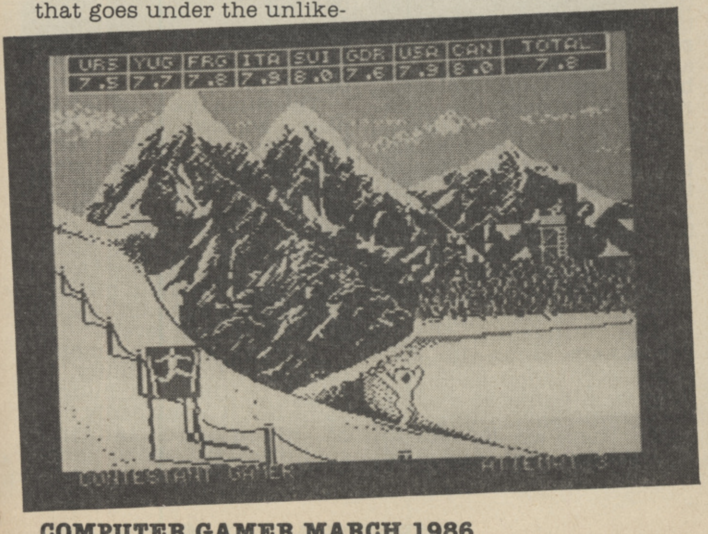
Title: Winter Games
Computer: Spectrum
Supplier: US Gold/Epyx
Price: £9.95

The original Commodore 64 version of this superb game was featured on the cover of our November issue. Now at last the Spectrum version is ready and the Amstrad one is set to follow shortly.

All seven Olympic events are there, but split into two parts, one either side of the tape.

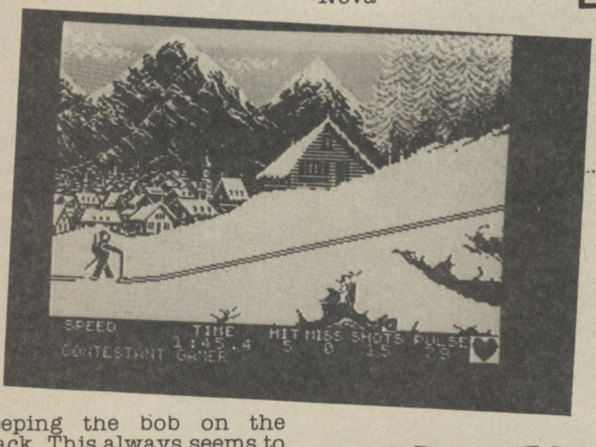
On side one you can leap for glory on the ski jump, flip and turn to impress the judges in an events which calls for acrobatics on skis that goes under the unlikely name of Hot Dog ariel and go for a fast time in the speed skating.

Selecting side two produces even more challenging events. There are two equally impossible skating where you must jump and spin in time to the music. Seven moves in all are possible including double axel jumps, camel spins and triple lutz jumps and extra marks are scored for combining them well. The only difference between the figure and free skating is the amount of time you have and the number of moves you have to complete in that time.



Next is the Biathlon in which you must combine joystick bashing to ski the course with accurate timing to shoot the four sets of five targets spread along the course. The main catch with this event is that the harder you bash the joystick to get around the course in the fastest time the faster your digitised heartbeat gets and the harder it is to hit the targets. Miss a target and you get a hefty time penalty.

Once you've skied and skated around the other events it's time to move on to the most frustrating of all, the Bobsled. Here you must steer your two man bob down the icy course as fast as possible. Getting the speed isn't the problem it's keeping the bob on the track. This always seems to be out of control just as the finishing line comes into sight.



Finally the package is complete by the facility to practise or compete in any are all events (on that side of the tape) an awards ceremony and a world record table.

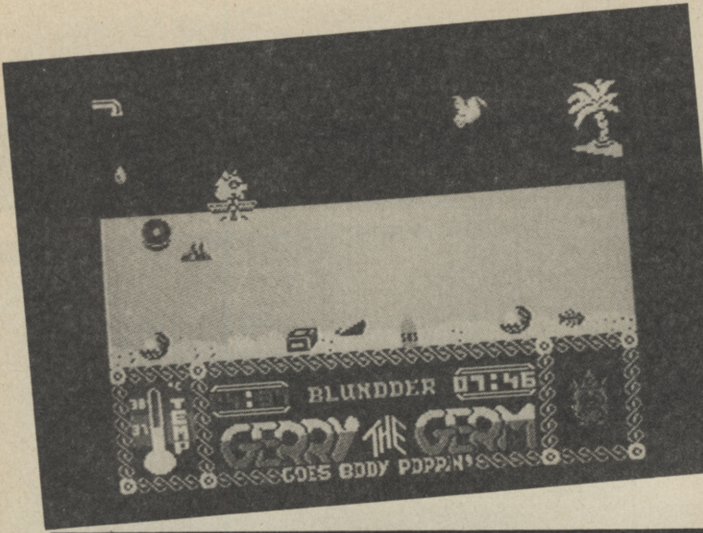
The graphics are excellent and comparable to those on the C64 without losing any of the gameplay. The only exception to this is the skater who seems to have mutated into a peg doll.

Congratulations to US Gold on maintaining the quality of Spectrum conversions set by Impossible Mission but what about conversions of Summer Games and Summer Games II? **TH**

PLANET RATINGS

Originality	●●●
Graphics	●●●●
Use of machine	●●●●
Value for money	●●●●

STAR RATING ☼
Nova



Title: Gerry the Germ goes Body Poppin
Computer: Spectrum
Supplier: Firebird
Price: £7.95

Gerry the Germ has just been thrown out of the Illstitute of Infectology for failing to get his stinkploma and he's desperate to prove that he's a good parasite.

Luckily he finds a body to infect and takes the chance to prove his despicable worth.

The infectious action begins in the lungaroo (lungs) where you must steer Gary around the red blood vessels where he can steal the bottle of oxygen that are produced. The red cells follow a set circular pattern so it should be quite easy to follow round and make a dive for the oxygen at the right moment. Unfortunately it isn't as a white blood cell is on patrol looking for germs just like you.

The combination of the red blood cell patterns and the white cell patrolling make this screen almost impossible. You might get enough oxygen to raise the victims temperature a bit but not enough to do any damage. So having failed in the lungs, it's off to the bladder.

As you would expect the bladder isn't a particularly nice place complete with rotting food and a continually dripping pipe. Your object is to reach an island but before you make it you will have to control the pipe dripping with a loo roll and avoid a bull and a cock that are out to get you.

If you get clear of the bladder its off to the kidneys.

Gerry the Germ is not an easy game to play and it will be some time before you savour the delights of infecting medical supplies on a train in the Pancreas, avoid healthy food in the stomach and finally reach the heart where the game and your victim ends.

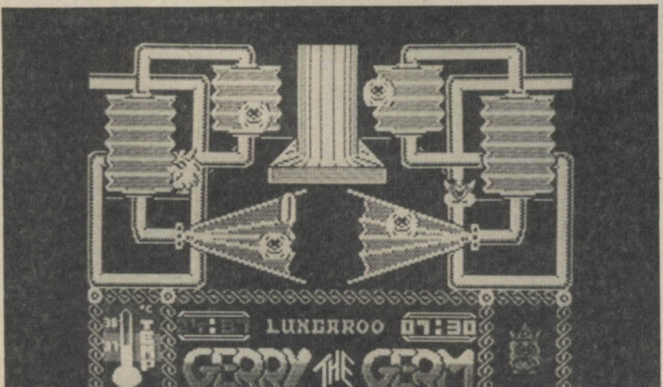
Each screen can be thought of as a game in itself however I suspect that their difficulty lies mainly in learning set routes and understanding the appropriate part of the instructions. These are presented in a comic strip style but are hard to read and it will take a few games before you know exactly what you're trying to do.

Having said that the game is undoubtedly original and fun to play. **TH**

PLANET RATINGS

Originality	●●●●●
Graphics	●●●●
Use of machine	●●●
Value for money	●●●

STAR RATING
Bright Star

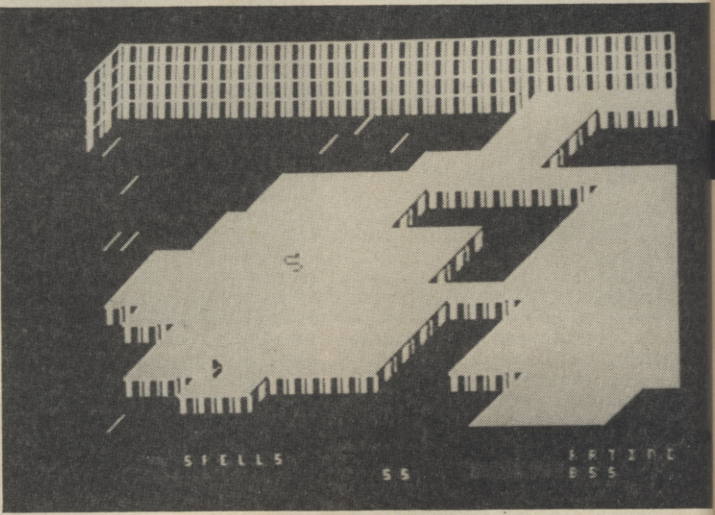


Title: Realms of Impossibility
Computer: Spectrum
Supplier: Ariolasoft
Price: £7.95

An arcade adventure originally written in the States back in 1983 for the 64, Realms of Impossibility has at long last been converted to the Spectrum. To be perfectly honest, I don't know why anybody bothered.

There are thirteen dungeons for you to chase round in search of a rivers etc. The dungeons don't scroll continuously, but when you move off the end of one screen everything shifts onto the next one.

So why the complaints of the first paragraph? Well, the graphics of the characters and monsters are abysmal. They are small, jerky and flickery, the sort of thing you find in beginners' books on how to program the Spectrum. They may have been ok



treasure which you must then return to your starting location. Assorted zombies, spiders, snakes and balls try to stop you but you can find scrolls en route which may heal you or give you a spell to cast.

You start off with a certain amount of energy and this decreases when you collide with monsters. Should it reach zero, you die. The spells that you can cast are freeze, confuse and protect which are fairly self-explanatory.

The dungeons themselves are done in 3D, reminiscent of a poor version of Ant Attack if you can remember that far back. There are ladders to be climbed and pits and back in 1983 but they don't half look dated now. Also some of the colour schemes are choice, such as light yellow zombies on a yellow background.

The game itself is easy to play. I zoomed through the first four dungeons very quickly and was half-way through the fifth when I got caught in the bottom right hand corner of one screen and the game hung up on me. I didn't need a second player to help me but might have done on one of the higher skill levels.

I cannot recommend Realms of Impossibility. It might be OK as a budget game but it looks badly out of place and lacking sophistication when compared to other games of a similar nature.

PLANET RATINGS

Originality ●●
Graphics ●●
Use of machine ●●
Value for money ●●

STAR RATING
White Dwarf

Title: **Benny Hill's Madcap Chase**
Computer: **Spectrum**
Supplier: **DK'Tronics**
Price: **£7.95**

Playing the part of Fred Scuttle from the Benny Hill Show, you have kindly volunteered to help one of your neighbours, Mrs Harras, by collecting her washing for her whilst she has gone shopping. This you do by moving along the street until you reach the washing line, taking an item of clothing and returning it to the laundry basket.

Naturally, there are one or two obstacles to hinder you. These are lamp-posts, fences, telephone boxes, etc that you must avoid running into. The street is divided into three lanes and you can dodge about accordingly although it is sometimes difficult to work out which lane an obstacle is in, especially if it is just off the end of a screen. Nor can you memorise the positions as the council move everything around. Colliding with anything just causes a loss of time.

Your main problem occurs when you get hold of your first piece of clothing for now the neighbours start to chase you, believing you to be a thief. If they catch you, they jump up and down on you costing you time and the garment is returned to the clothes line. It is possible to temporarily daze the neighbour if you can persuade her to run into an obstruction.

If you successfully return an item from the clothes line to the basket, you score 20 points but points are deducted if you bump into something or are caught.

If all six garments are successfully returned, you score a time related bonus and progress on to the next level where you are trying to collect apples. An additional hazard is the presence of some fast moving tractors. The third level involves collecting jumble.

Although the graphics are very large and colourful, animation is poor and our hero moves along like a goosestepping kangaroo. There is no sound apart from the occasional beep — the Benny Hill themes would have been a considerable help.

Although the game is just about playable, there is little sophistication and no lasting appeal. Your hard earned pennies could be much better spent elsewhere. **GH**

PLANET RATINGS

Originality ●●●
Graphics ●●●
Use of machine ●●
Value for money ●●

STAR RATING
White Dwarf

BENNY HILL'S
MADCAP CHASE!
THAMES
dKtronics
©1985 BENNY HILL ENTERTAINMENTS & THAMES TELEVISION LTD. PROG ©1985 DK.TRONICS

Title: **Desert Rats**
Computer: **Spectrum**
Supplier: **CCS**
Price: **£7.95**

Set in the North African Campaign of 1941-2, Desert Rats is a wargame that allows you to try your hand at five different battle scenarios including El Alamein and the seige of Tobruk or the entire Desert War.

You can choose to play either aginst the computer or a human opponent and can play either the British or the Axis forces. There are no skill levels as such but you can make life a lot easier for the Axis powers if you decide to do so. The games are played in a series of turns, each one representing a day and the scenarios vary to give you a choice ranging from 7 turns to a massive 624. Games can be saved at any time. In order to win, you must achieve certain victory conditions as specified for each scenario.

The screen is divided into four sections. The main one is a scrolling map, the top right displays the date, the one across the bottom identifies the unit in question and the last one gives you the meny allowing you to execute your commands.

Giving commands is simplicity itself. Units are highlighted in turn and your valid choices appear in the menu box. You can summon up a report of that unit's strength, movement allowance, morale, supplies etc. Commands are selected by their initial letter and movement adjusted using the cursor keys. After you have finished your orders, both sides move simultaneously and the results of any combat calculated.

Desert Rats is an extremely well presented wargame. The graphics are large and clear. Command entry is simple and the instruction book is something that other companies would do well to copy. A glossy 32 page booklet gives clear instructions, hints and tips and pictures, maps and background notes on the actual background to the campaign.

If you already enjoy wargames, then Desert Rats is well worth considering. If you are a rank beginner, you may prefer something simpler but if you don't mind suffering a lot of heavy defeats to start with, the game will give you a fascinating insight into the North African campaign. **GH**

PLANET RATINGS

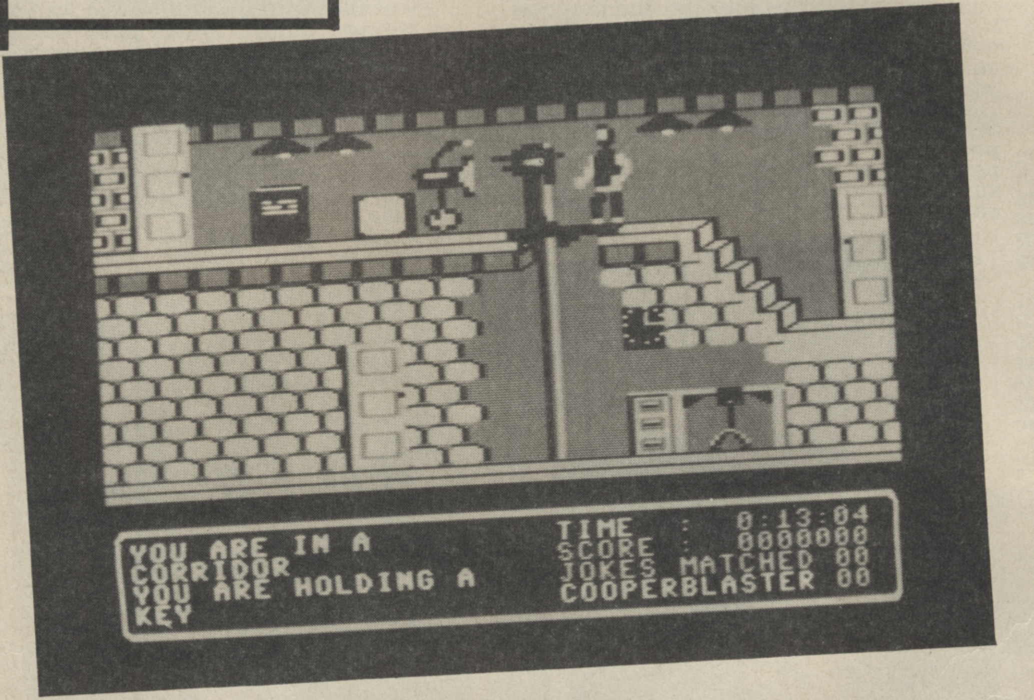
Originality	●●●
Graphics	●●●
Use of machine	●●●●
Value for money	●●●●

STAR RATING
Red Giant

Title: **The Adventures of Bond . . . Basildon Bond**
Computer: **C64**
Supplier: **Probe Software**
Price: **£7.95**

Russ Abbot has been captured by a rival comedy act and it is up to you — Basildon Bond — to rescue him within a certain time limit. to help you, you can call on the services of Cooperman and Blunder Woman.

The game is set in a television studio which you must explore in order to find assorted jokes and answers. These must be logged into your computer (once you have turned it on). There are various hazards intent on hindering you. Roving cameras will transport you back to the first room and also cost you ten minutes time your limit is five hours) if they touch you. Clowns' faces suddenly materialise and steal your jokes.



```
YOU ARE IN A          TIME       : 0:13:04
CORRIDOR              SCORE      : 0000000
YOU ARE HOLDING A     JOKES MATCHED 00
KEY                   COOPERBLASTER 00
```

As Bond though, it is only fair that you are allowed to fight back. You can use your Cooperblaster. This summons Cooperman of Blunder Woman who fly acrfoss the screen and destroy any cameras that they touch. You only have 10 charges in your Cooperblaster though so use them carefully. Your other defence is the manipulation of the various objects that you find lying around. Some are used in searching for jokes, others have morespecific purposes. The magnets will temporarily disable a camera whilst a suitacase will repel a face. You will also need a disk to turn the computer on and a key for your final rescue act. The problem here is that you can only carry one object at a time.

The graphics are bright and colourful but are let down by the animation of Bond who hops round like an arthritic morris dancer. The game itself looks like a poor man's Impossible Mission. It doesn't play particularly well and doesn't have any great lasting appeal.

PLANET RATINGS

Originality	●●
Graphics	●●●
Use of machine	●●●
Value for money	●●●

STAR RATING
RIGHT STAR

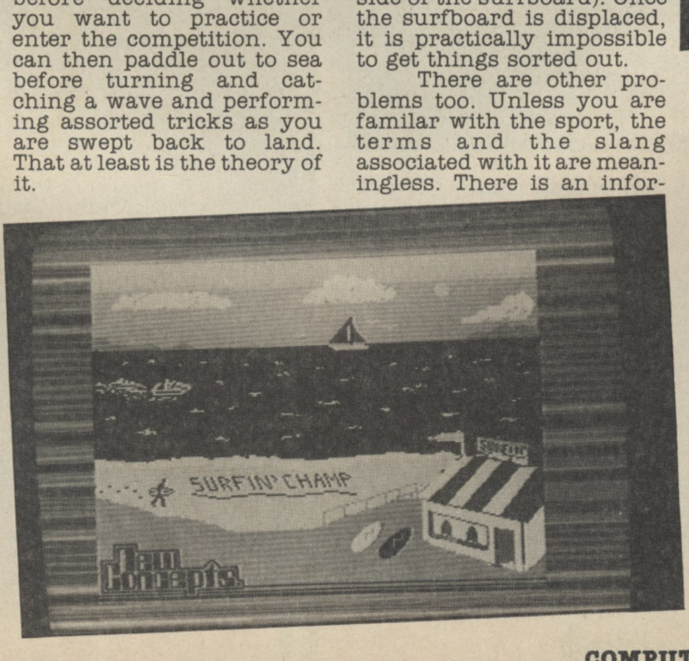
Title: **Surf Champ**
Computer: **Spectrum**
Supplier: **New Concepts**
Price: **£7.95**

The first thing likely to catch your eye with this game is the packaging. Not only do you get a cassette, but also a plastic surfboard which sits on top of your Spectrum and acts as a keyboard overlay.

Surf Champ is as you might expect, a surfing simulation game. You start off getting weather details and must then enter details of your height, weight, choice and size of board etc, before deciding whether you want to practice or enter the competition. You can then paddle out to sea before turning and catching a wave and performing assorted tricks as you are swept back to land. That at least is the theory of it.

The main problem with this game is that it is highly unplayable. The surfboard keeps slipping off its keys and it is very easy to knock it when you are paddling out (this is done by pressing other keys on either side of the surfboard). Once the surfboard is displaced, it is practically impossible to get things sorted out.

There are other problems too. Unless you are familar with the sport, the terms and the slang associated with it are meaningless. There is an information program on the other side of the tape (please, New Concepts, if you are going to do this, then label the sides of the cassette differently) but even after reading these, I was little the wiser. This is unfortunate because you need certain information to help you get through the extremely user unfriendly menu system at the start.



There are two graphical screens. A rather ordinary one of the beach with the waves coming in and a better one of you on your board on a wave if you manage to catch one. There is no sound worth mentioning.

I cannot recommend Surf Champ as the overlay makes it largely unplayable. If New Concepts could improve that and tidy up a few other presentation problems, then it could have some appeal, but not at the moment I'm afraid.

PLANET RATINGS

Originality	●●●●●
Graphics	●●●
Use of machine	●●
Value for money	●●

STAR RATING
White Dwarf

Title:	**Costa Capers**
Computer:	**Spectrum 48K**
Supplier:	**Firebird**
Price:	**£7.95**

Somewhere between their Silver Range, Super Silver Range, Gold Range, and free range eggs, Firebird have now slotted in the Hot Range of mid price games that don't quite measure up to the standard of Elite but are meant to be a bit classier than their budget titles.

One of the first titles in the Hot Range is Costa Capers, a sort of Miner Willy Goes On Holiday game in which you control a character called Ted Blewitt. Ted it seems has gone off on holiday and managed to lose all his luggage, including his camera wehich can take 36 snapshots needed to prove to Ted's friends that he really has been abroad.

Your ultimate aim is to gather in all Ted's luggage and then get his holiday photos developed. Of course it isn't quite as simple as it sounds (it never is, is it?), since in order to collect all the items they must be collected from various locations in a total of some 50 odd screens. These are full of the usual platform game lunacy — Ted jumping left and right to avoid deadly sprites, ladders, lifts and so on, and he also has to watch out for his Sunburn and hangover indicators which can affect his ability to remain vertical.

There are a number of other factors that complicate the game but the basic format is very much that of the old fashioned platform game. It's a well designed game, with all sorts of interconnected problems. I found some of the obstacles very difficult to get past, and after two evenings of playing the game I've still only gotten through about a dozen screens — there are a number of routes that I just haven't been able to get through, no matter how many times I try.

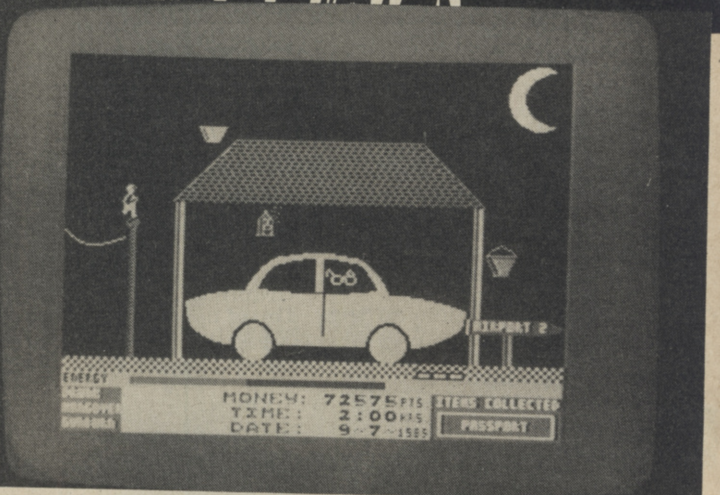
The graphics are very colourful with few attribute problems, and Ted himself is quite a cute figure whose legs waggle comically as he gets bounced around the screen.

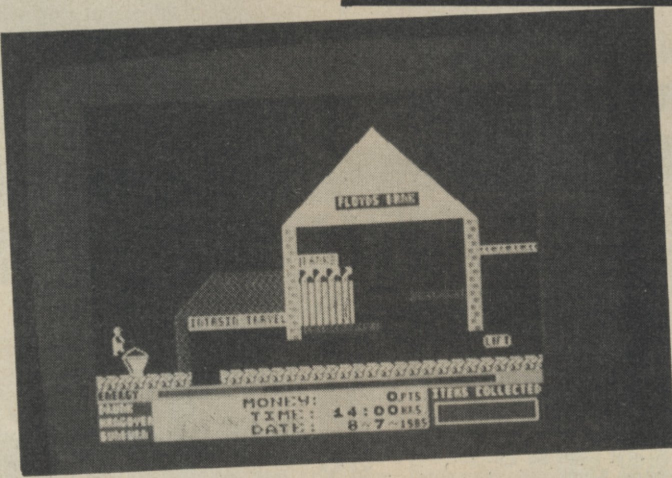
Costa Capers is a good platform game with a number of features that make it a bit more complex than Manic Miner and all its clones, but there's no escaping the fact that this sort of game is getting a bit dated. This one offers quite a few hours of simple fun, but I do think that it's a little overpriced and perhaps more sutied to one of Firebird's cheaper labels. **SD**

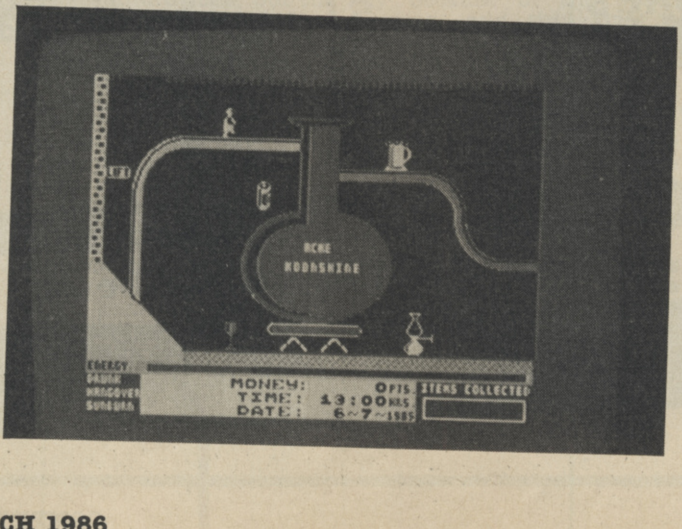
PLANET RATINGS

Originality	●●●
Graphics	●●●
Use of machine	●●●●
Value for money	●●●

STAR RATING
Bright Star







Title:	**CRITICAL MASS**
Computer:	**Durrell**
Supplier:	**C64**
Price:	**£8.95**

The aliens have taken over your anti-matter converson plant after a surprise atack and are threatening to detonate it, turning it into a black hole unless you offer unconditional surrender. As you don't fancy that particular idea much either, it is decided to infiltrate the plant and disable it before Critical Mass is achieved.

You are dropped well to the west of the plant in your craft a rocket propelled hover type and must head east will all due speed, taking care to avoid the many rocks and blasting away at the aliens' defensive crafts. Should your craft implode due to your hitting too many rocks etc tou have a chance to use your jetpack and fly back to base to pick up another craft, avoiding the hungry sand worms en route. Once you reach the plant, you have to follow a precise attack procedure if you are to destroy it.

Your craft is highly responsive to the joystick, so much so, that I would recommend using the keyboard at first. This may seem surprising as the only controls are rotate left and right, accelerate, brake and fire. The problem comes with accelerate. It is very easy to reach top speed and then find that your craft is too fast for you to handle and you are bouncing round the rocks like a ball bounces off the bumpers on a pin-table. This hamfisted approach also leads to complaints when you crash and can't find your craft in time. Slowly, you learn to take things gentler and accelerate in small bursts rather than just pushing the joystick forward and holding it there.

The information on the screen is discretely placed in the bottom left hand corner giving details of time to critical mass, energy left, distance to next zone and score. There are five different skill levels and you can change the type of vehicle to make control of the craft even more difficult.

The graphics look good with smooth scrolling and the game plays as well as it looks. If you can overcome any initial frustration, it will keep you quiet for hours. **G.H.**

PLANET RATINGS

Originality	●●●
Graphics	●●●●
Use of machine	●●●●
Value for money	●●●●

STAR RATING
RED GIANT

Title:	**Macrocosmica**
Computer:	**Amstrad CPC**
Supplier:	**Amsoft**
Price:	**£7.95**

Macrocosmica has been described as Elite without the graphics, and that is partly true. However, it bares more resemblence to Omnitrend's Universe than Elite.

The plot is familiar: jumping around the galaxy trading, fighting, gambling. You start up with a fairly small ship — one laser, one cargo bay, etc. etc. and you have the ability to buy more and more bits for your craft.

The display shifts between the computer and the main console on the bridge. From these two positions you can select the other functions of the ship or the port/space station that you have just visited. this means that repairs can be arried out, goods bought and sold, maps consulted, or the casino visited.

The game has three levels and the amount of information supplied on request varies in proportion to the level you are on. The lower the level, the more info.

The casino is where the bulk of your initial 'stake' can be built up — the measly amount of credits that you get at the start is a bit small to say the least.

The trading system is identical to Elite, with the exception of the monetary system. In Macrcosmica you can deposit money in the bank and operate on credit. This is a good safeguard aganst pirates who are liable to pinch all your readies.

Piracy in Macrosmica is slightly more complex than in Elite as you can pay 'protection money' and do deals .If not then you may have to fight it out. The graphics in this section are extremely crude to say the least, and it's a shame that it has been put in, without this it would be a good trading game. With it, it tries to be a pretender to the Elite throne — and it fails.

The casino section is very good, with reasonable graphics and sound. it is a very simple higher or lower game, but it is a nice interlude

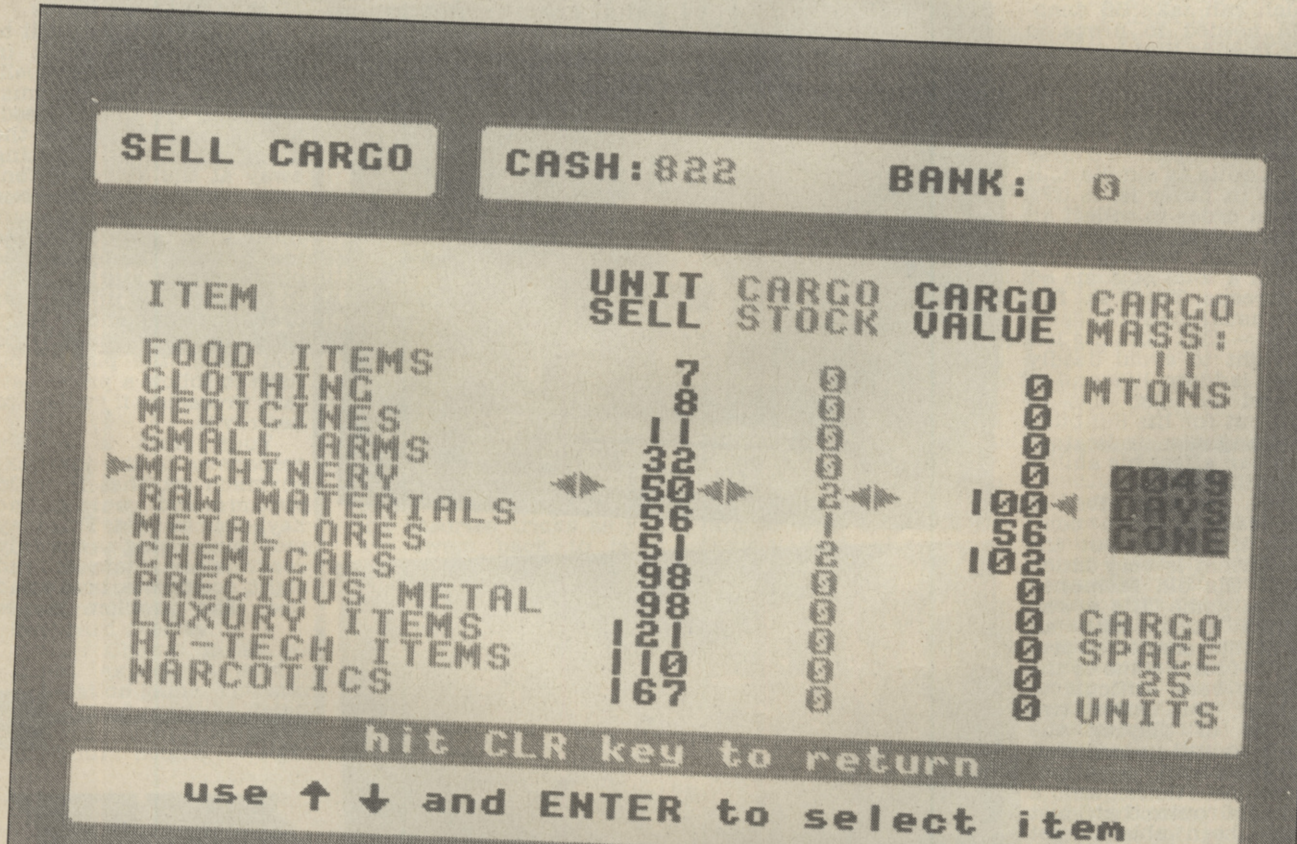
The graphics on all other sections of the game are simple but eminently suitable for this type of game with lots of colour.

Overall, I think that this is a very good trading game, with a very unpredictable scenario that changes every time it's played. the lack of a save mode, though, is a bit of a disappointment. **MR**

PLANET RATINGS

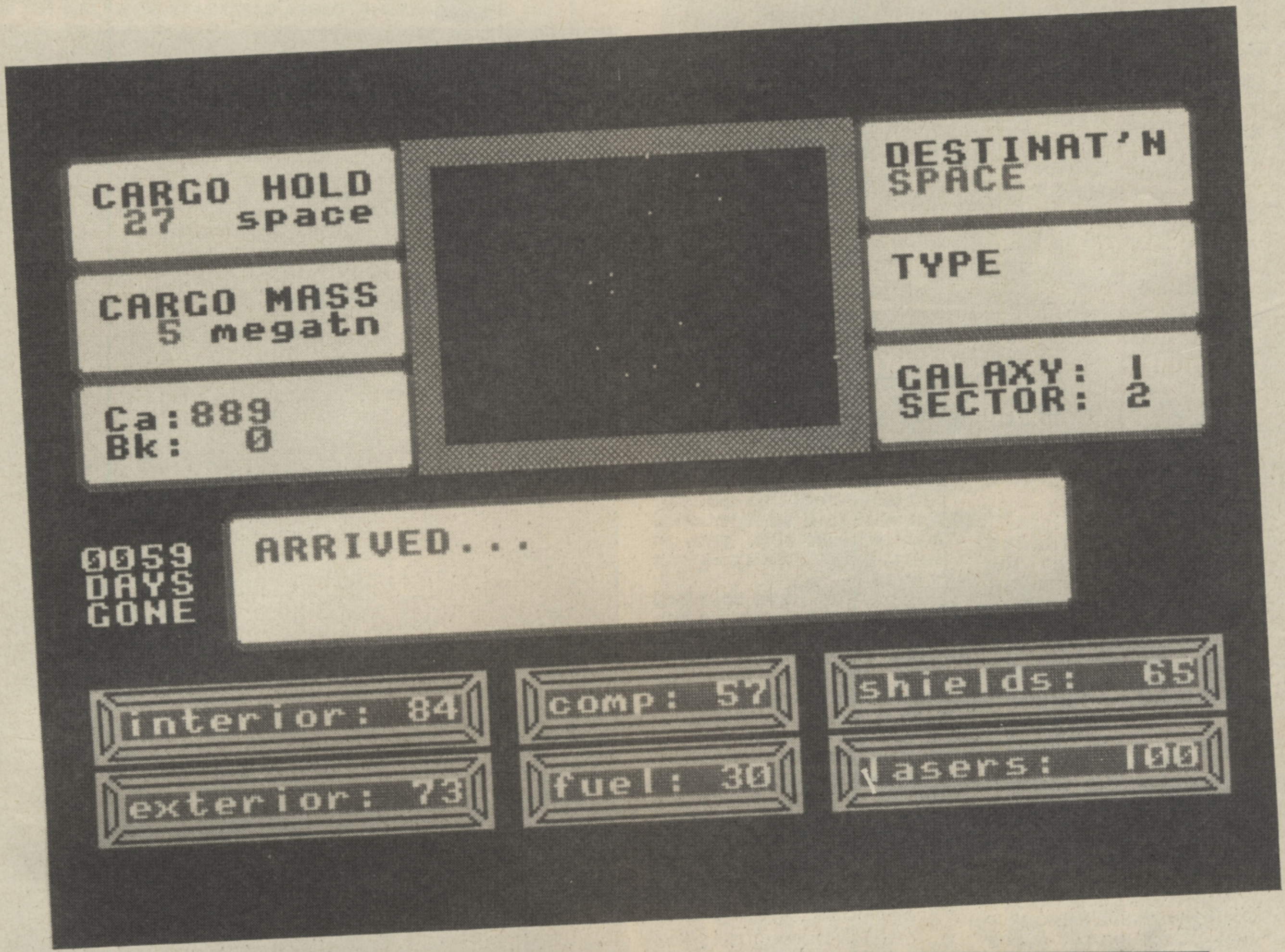
Originality	●
Graphics	●●
Use of machine	●●●
Value for money	●●●●

STAR RATING
Bright Star



```
SELL CARGO     CASH:822        BANK:  0

ITEM              UNIT  CARGO  CARGO  CARGO
                  SELL  STOCK  VALUE  MASS:
FOOD ITEMS           7      0      0    11
CLOTHING             8      0      0  MTONS
MEDICINES           11      0      0
SMALL ARMS          32      0      0
▶MACHINERY         50      2    100  0049
RAW MATERIALS       56      1     56  DAYS
METAL ORES          51      2    102  GONE
CHEMICALS           98      0      0
PRECIOUS METAL      98      0      0
LUXURY ITEMS       121      0      0  CARGO
HI-TECH ITEMS      110      0      0  SPACE
NARCOTICS          167      0      0   25
                                      UNITS
          hit CLR key to return
   use ↑ ↓ and ENTER to select item
```


```
CARGO HOLD          DESTINAT'N
 27  space          SPACE

CARGO MASS          TYPE
  5 megatn

Ca:889              GALAXY: 1
Bk:   0             SECTOR: 2

0059   ARRIVED...
DAYS
GONE

interior: 84     comp: 57     shields:  65
exterior: 73     fuel: 30     lasers:  100
```

Title:	**Mediatar**
Computer:	**Atari**
Supplier:	**English Solurum**
Price:	**£9.95**

Long long ago, in a computer far, far away, someone invented a doomsday machine. it was somehow put into orbit around two satellites called XYLOS and PHOLOS, this, it was thought would stop any threat altogether of war.

All went well until the evil invaders called the ZAGS decided that XYLOS and PHOLOS was a nice place to destroy. Your mission is not however to stop the doomsday device, but to find the mythical TIME CRYSTAL, which can make everything harmful disappear to another time zone.

Far be it from me to say tht whoever thought this up needs to see a doctor, but this story has nothing to do with the game. The actual game is a cross between a lunar lander/city bomber type game and Attack of the Mutant tomatoes.

The lunar lander stage has quite nicely animated towers and bricks, but the lander is quite awful, four years ago it may have been quite good, but nowadays, not acceptable.

This stage lacks any great challenge, it should have been dropped altogether, it detracts from the overall game.

The annoying thing is that at any stage you may be called to this screen to fo and bomb a very unsmart ship, losing the mementum of the game altogether.

The good part opf this game comes as a series of quite challenging screens, which simple pose the problem of getting through them. You may be called upon to fetch apples across a stream and build a horse (huh?), avoiding the killer trees is quite nice, and gvetting the horse across the bridge is . . . hard.

The instructions are intentionally cryptic, and this adds to these screens enjoyment. Unfortunately the gameplay is lost slightly because of the space screen, and this gives a very amateur feel toi some aspects of the game.

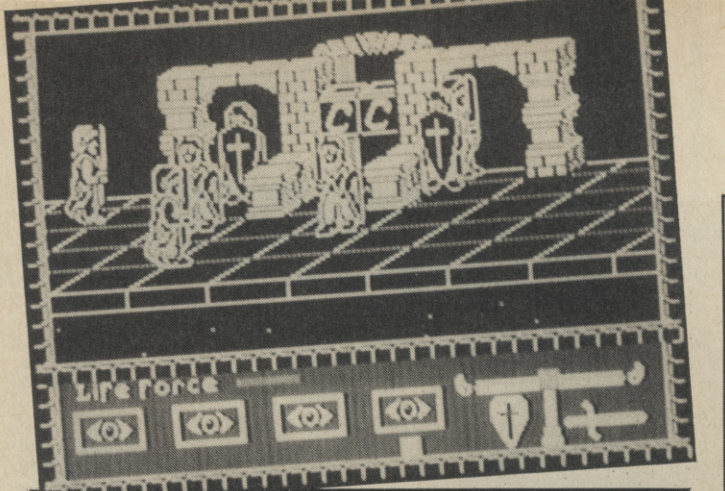
Overall this game is brought down because of the space phase. The originality of all the other phases do not quite make up for this. **GD**

PLANET RATINGS

Originality	●●●●
Graphics	●●●
Use of machine	●●●
Value for money	●●●

STAR RATING
White Dwarf

75



Title: Rasputin
Computer: Spectrum 48K
Supplier: Firebird
Price: £7.95

▦ ◩ ● ♟

When I first loaded Rasputin I thought the graphics were excellent and if I could just figure out what all the mystical claptrap in the instructions was about then I might be able to start playing the game. Well, I haven't fathomed all of the game's details yet but I think I can have a stab at trying to describe it for you.

You play the part of a gallant knight, Ivan Kosmovichski, on a quest to destroy the spirit of Rasputin, an evil chap who's trying to destroy the entire universe. The source of Rasputin's power is the Jewel of the Seven Stars, and Ivan must wander through the dimensions of the netherworld, battling against strange creatures and magical energies in order to find the Jewel.

The netherworld takes the form of complex sets of platforms — represented in excellent 3D graphics — floating above the clouds. Not only do you have to avoid all the celestial nasties, but you also have to make sure you don't fall of the platforms as falling to the clouds below will drain some of your energy.

Like all good netherwolds this one contains both dangers and magical powers that can assist you. If Ivan can find the objects marked with the letters of Rasputin's name then his sword and shield will be charged with energy that will aid him in his fight against the Cylops, Cyber Rays and so on that stand in his way. Once all the objects in a particular dimension have been found Rasputin will unleash a monster upon you, but if you can defeat this monster you will gain another spell that will enable you to neutralise Rasputin's powers

Once you have collected all eight of these spells you will be able to reach the Jewel (remember that?) Dead simple isn't it?

Rasputin is, as you may have guessed, an immensely complex game. the individual tasks you face may seem simple when taken one at a time, but when they are added together they make up a game that could take ages to complete. The hard part is actually working out what some of these tasks actually are, since the instructions are just waffle and didn't really help me get nto the game at all. This could be a problem I suppose, as I initially found the purpose of the game so unclear that I had to make a really determined effort to stick with it. On the other hand this does mean that the game isn't going to be solved overnight and then forgotten.

The game's graphics are excellent, all the figures are large and very smoothly animated and in the style first seen in Knight Lore (it's a pity Ultimate couldn't copyright that style of graphics — they'd have made a fortune), though the animation in rasputin is actually superior. Some of the screens are very, very busy, but the speed of the animation doesn't seem to be slowed down at all.

Rasputin isn't an easy game to get into, but it is worth making the effort and once you've gotten onto tasputin's trail you'll probably be hooked. **SD**

PLANET RATINGS

Originality	●●●●●
Graphics	●●●●●
Use of machine	●●●●●
Value for money	●●●●

STAR RATING
Nova ☼

Eecaans Star Guide

Black Hole —	●	This should be avoided at all costs as anything that gets too close to it is immediately sucked into the vacuum. A game given this description is totally void of any interesting features.
White Dwarf —	◒	This is a small dying star that is now far from it's best. Any similar games may lack lasting appeal.
Bright Star —	○	Like your sun, games given this description will be bright and interesting and will support intelligent life.
Red Giant —	⌖	Brighter than a bright star such a game will have an outstanding feature or game system.
Nova —	☼	If you see a game with a Nova rating you should immediately rush out and buy it. Novas are bright and spectacular and can influence neighbouring planets.
Supernova —	✹	This is the ultimate in stellar systems for this incredible explosion of a star can effect entire galaxies. If a supernova game runs on a computer that you don't have then buy the machine and then buy the game!
Nebula —	⁘	Although at first nebulae look bright and interesting they are in fact constructed totally from hot gasses. Beware of any game carrying this symbol as you will probably find it disappointing.

Planet ratings

Planet ratings are marks out of five for specific areas of a game. These include Originality, graphics, use of machine and value for money.

Originality — How original is the game? Is it a completely new idea or is it the 83rd version of Pacman.

Graphics — Do the Graphics amaze your friends or send them to sleep.

Use of machine — does the game push the machines hardware to the limits or was it written in three lines of Basic.

Value for money — Is it daylight robbery or a steal?

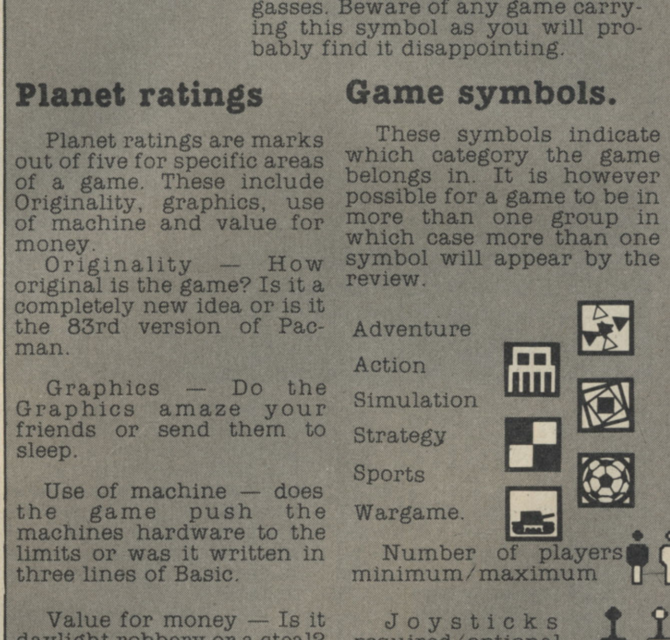
Game symbols.

These symbols indicate which category the game belongs in. It is however possible for a game to be in more than one group in which case more than one symbol will appear by the review.

Adventure ◩
Action ▦
Simulation ◈
Strategy ▚
Sports ⚽
Wargame. ▬

Number of players minimum/maximum ● ○

Joysticks required/optional. ♟ ♙



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Spitfire
Lord/Rin
Transfor
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Comman
Surf Cha
Cyberun
Rambo
Elite
Enigma
Knightri
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Tomaha
Gunfrigh
Cosmic
Zorro
Battle/P
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Rambo
Monty
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46 THE MALTINGS, STANSTEAD ABBOTTS, WARE, HERTS.

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EVERY ONE A GEM

By Robert Burgess

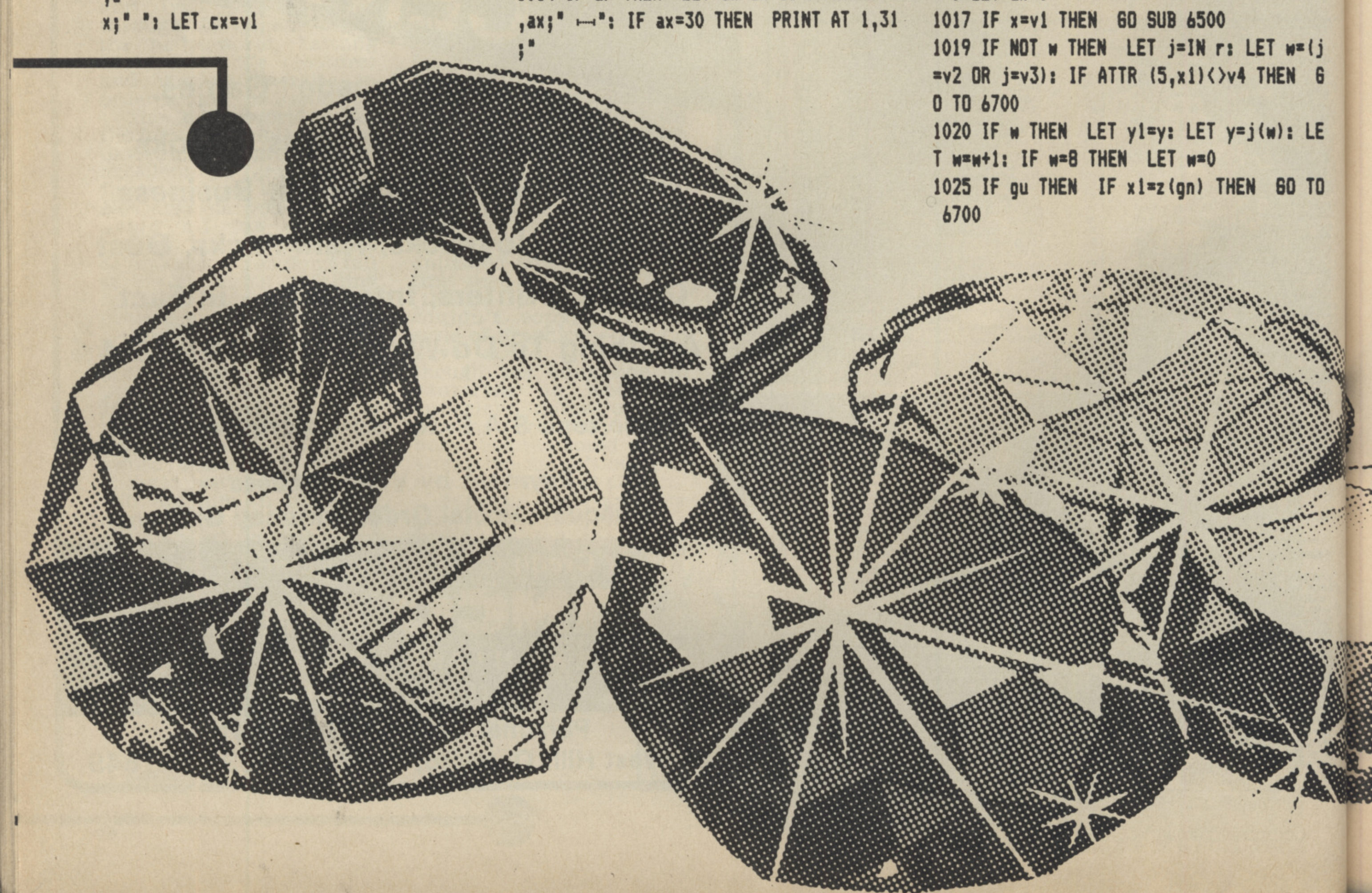
This is a beginners adventure for the Spectrum with what may seem to be few locations (16). But there are less red herrings that usual and lots and lots of puzzles for you to complete.

In the game you are Fred, who was imprisoned in the dungeon by King Notalot, for trying to steal his six gems.

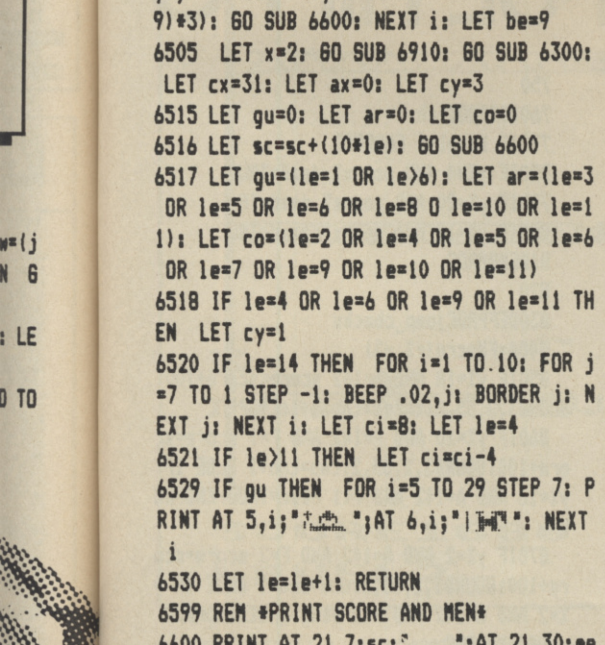
As luck would have it, the gems are also stored on the same level as the dungeon, so if you are clever you can escape from the clutches of the baddie and make your way to freedom.

The game recognises 24 verbs and uses the standard verb/noun format.

```
   5 GO SUB 7000: CLS : GO SUB 6900
  10 LET sc=0: LET me=3: LET le=0: LET g
n=3: LET cx=0: LET cy=0: LET ax=0: LET c
i=10
  11 LET v1=31: LET v2=190: LET v3=254:
LET v4=58
  15 GO SUB 6505
  20 GO SUB 6800: GO SUB 6600: GO TO 105
0
  30 REM *MOVE GUARDS*
  40 PRINT AT 4,z(gn);" ";AT 5,z(gn);"†⊥
";AT 6,z(gn);"|}"
  45 LET gn=gn-1: IF NOT gn THEN  LET gn
=4
  50 PRINT AT 4,z(gn);". ";AT 5,z(gn);":
";AT 6,z(gn);"|}": BEEP .001,45
  55 RETURN
 999 REM *MAIN CONTROL LOOP*
1000 LET x1=x: LET x=x+(INKEY$="x")-(INK
EY$="z" AND x)
1011 IF gu THEN  LET ct=ct-1: IF NOT ct
THEN  LET ct=ci: GO SUB 40
1012 IF x1-x THEN  LET e=(x>x1)+1
1013 IF co THEN  LET cx=cx-1: PRINT AT c
y,cx;"● ": IF NOT cx THEN  PRINT AT cy
,c
x;" ": LET cx=v1
1014 IF ar THEN  LET ax=ax+1: PRINT AT 1
,ax;" ⟼": IF ax=30 THEN  PRINT AT 1,31
;"
 ": LET ax=0
1017 IF x=v1 THEN  GO SUB 6500
1019 IF NOT w THEN  LET j=IN r: LET w=(j
=v2 OR j=v3): IF ATTR (5,x1)<>v4 THEN  G
O TO 6700
1020 IF w THEN  LET y1=y: LET y=j(w): LE
T w=w+1: IF w=8 THEN  LET w=0
1025 IF gu THEN  IF x1=z(gn) THEN  GO TO
 6700
```



```
1030 IF co THEN  IF x1=cx OR x1=cx+1 THE
N  IF (y=cy OR y-1=cy) THEN  GO TO 6700
1040 IF ar THEN  IF y<3 THEN  IF x1=ax O
R x1=ax-1 THEN  GO TO 6700
1050 IF x1-x OR w THEN  PRINT AT y1,x1;"
 ";AT y1-1,x1;" ";AT y,x;p$(e);AT y-1,x;
q$(e): BEEP .001,60
1060 GO TO 1000
6299 REM *BLOT COMETS & ARROWS*
6300 PRINT AT 1,cx;" ";AT 1,ax;"  ";AT 3
,cx;" "
6310 RETURN
6399 REM *START NEW GAME*
6400 FOR i=40 TO -5 STEP -1: BEEP .002,i
: NEXT i: PRINT  INK 4;AT 1,7;"G A M E O
 V E R";AT 3,7; INK 7;" press any key "
6405 GO SUB 8042: GO SUB 6910: GO SUB 63
00
6420 PRINT AT 1,7;TAB 22;AT 3,7;TAB 22:
GO TO 10
6499 REM *MOVE ON TO NEXT LEVEL*
6500 BEEP .4,24: BEEP .6,12
6501 LET be=be+2: PRINT AT 16,be;"▟▛":
BEEP .1,24: IF be<19 THEN  GO TO 6505
6503 FOR i=19 TO 11 STEP -2: PRINT AT 16
,i;" ": BEEP .3,48-(i*2): LET sc=sc+((i-
9)*3): GO SUB 6600: NEXT i: LET be=9
6505  LET x=2: GO SUB 6910: GO SUB 6300:
 LET cx=31: LET ax=0: LET cy=3
6515 LET gu=0: LET ar=0: LET co=0
6516 LET sc=sc+(10*le): GO SUB 6600
6517 LET gu=(le=1 OR le>6): LET ar=(le=3
 OR le=5 OR le=6 OR le=8 O le=10 OR le=1
1): LET co=(le=2 OR le=4 OR le=5 OR le=6
 OR le=7 OR le=9 OR le=10 OR le=11)
6518 IF le=4 OR le=6 OR le=9 OR le=11 TH
EN  LET cy=1
6520 IF le=14 THEN  FOR i=1 TO.10: FOR j
=7 TO 1 STEP -1: BEEP .02,j: BORDER j: N
EXT j: NEXT i: LET ci=8: LET le=4
6521 IF le>11 THEN  LET ci=ci-4
6529 IF gu THEN  FOR i=5 TO 29 STEP 7: P
RINT AT 5,i;"┼▟▙ ";AT 6,i;"|▐▛ ": NEXT
 i
6530 LET le=le+1: RETURN
6599 REM *PRINT SCORE AND MEN*
6600 PRINT AT 21,7;sc;"    ";AT 21,30;me
6610 RETURN
```



```
6699 REM *DROP MAN OFF WALL*
6700 FOR i=1 TO 20: BEEP .004,-5: NEXT i
: PRINT AT y1,x1;" ";AT y1-1,x1;" "
6705 PRINT AT 16,9;TAB 21: LET j=14: IF
x<9 OR x>21 THEN  LET j=20
6710 FOR i=9 TO j: PRINT  INK 2; PAPER 7
; INVERSE 1;AT i-2,x;"⊏⊐"; INK 1;AT i,x
;p
$(e);AT i-1,x;q$(e): NEXT i
6720 PRINT  INK 2; PAPER 7; INVERSE 1;AT
 i-1,x;"⊏⊐";AT i-2,x;"⊏⊐"
6730 LET me=me-1: IF NOT me THEN  GO SUB
 6600: GO TO 6400
6740 GO SUB 6300: LET cx=31: LET ax=0: L
ET x=2: GO TO 20
6799 REM *INIT VARIABLES*
6800 LET y=4: LET e=2: LET x1=1: LET y1=
4: INK 7: LET w=0: LET r=49150
6810 LET p$(1)="▜▚": LET p$(2)="▞▛": LE
T q$(1)="▙▖": LET q$(2)="▗▟": LET ct=10
: LET
be=9
6895 RETURN
6899 REM *DRAW WALL AND TURRETS*
6900 PRINT  INK 2; PAPER 7; INVERSE 1;AT
 5,0;z$;AT 13,0;z$: PRINT  INK 5;AT 2,31
;"▟▛"
6901 PRINT  INK 7;AT 15,9;" SUPER BONUS
";AT 16,9;"            "
6909 RETURN
6910 FOR i=4 TO 28 STEP 7: PRINT  INK 3;
AT 4,i;"  ";AT 5,i;"▙▖ ";AT 6,i;"██ "
: N
EXT i
6920 PRINT  INK 6;AT 21,1;"SCORE";AT 21,
26;"MEN": RETURN
6995 RETURN
6999  REM *TITLE AND TUNE*
7000 BORDER 1: PAPER 0: INK 2: CLS
7010 PRINT
7015 PRINT TAB 4;"██ ██";TAB 36;"██ ██
";TAB 20;"██"
7017 PRINT TAB 4;"██████ ██ ██ ██████
 ██████ ██████ ██ ██"
7018 PRINT TAB 4;"██ ██ ██ ██ ██ ██ █
  ██ ██ ██ ██"
7019 PRINT  INK 3;TAB 4;"██ ██ ██████
██ ██ ██████ ██ ██ ██████";TAB 58;"█
"
7021 PRINT  BRIGHT 1; INK 1; PAPER 7; IN
VERSE 1;AT 8,6;" BY MIKE  MANNION ";AT 1
0,6;" z           left ";AT 12,6;" x
     right ";AT 14,6;" enter        jump
 ";AT 18,5;"    INITIALISING    "
7025 RESTORE
8000 FOR i=0 TO 127: READ j: POKE USR "a
"+i,j: NEXT i
8002 DIM p$(2): DIM q$(2): DIM j(7): DIM
 z(4)
8003 FOR i=1 TO 7: READ j(i): NEXT i: FO
R i=1 TO 4: READ z(i): NEXT i
8005 LET z$="⊏⊐⊏⊐⊏⊐⊏⊐⊏⊐⊏⊐⊏⊐⊏⊐": FOR i
=0 TO 4: LET z$=z$+z$: NEXT i
8010 DATA 0,6,46,125,254,248,252,127,127
,120,120,124,60,88,216,188,62,117,254,22
1,252,235,126,60,0,0,0,130,254,130,0,0
8020 DATA 8,255,128,128,128,255,8,8,65,2
27,71,69,132,162,191,63,128,192,224,160,
32,64,248,252
8030 DATA 78,68,70,71,71,71,70,78,124,60
,108,236,228,224,96,112,0,0,0,0,0,0,64,2
24,65,67,135,165,180,58,95,79,78,68,70,7
1,71,71,6,14,128,192,224,240,248,252,254
,255
8033 DATA 0,96,116,190,127,31,63,254,254
,30,30,62,60,26,27,61,31,60,60,60,126,12
6,255,24,3,2,1,2,3,4,4,5,12,19,26
8035 DATA 12,12,10,9,7,12,7,12,7,12,10,1
0,9,7,5,12,5,12,5,12
8040 PRINT AT 18,5; BRIGHT 1; FLASH 1; I
NK 1; PAPER 7;"PRESS A KEY TO START"
8043 LET j=2: RESTORE 8035
8045 FOR i=1 TO 20: READ k
8050 IF INKEY$<>"" THEN  RETURN
8054 IF j/3<>INT (j/3) THEN  BEEP .04,k-
12: BEEP .04,k: GO TO 8056
8055 BEEP .02,k-12: BEEP .02,k-36: BEEP
.03,k-24
8060 NEXT i: LET j=j+1: RESTORE 8035: GO
 TO 8045
```

HARRY

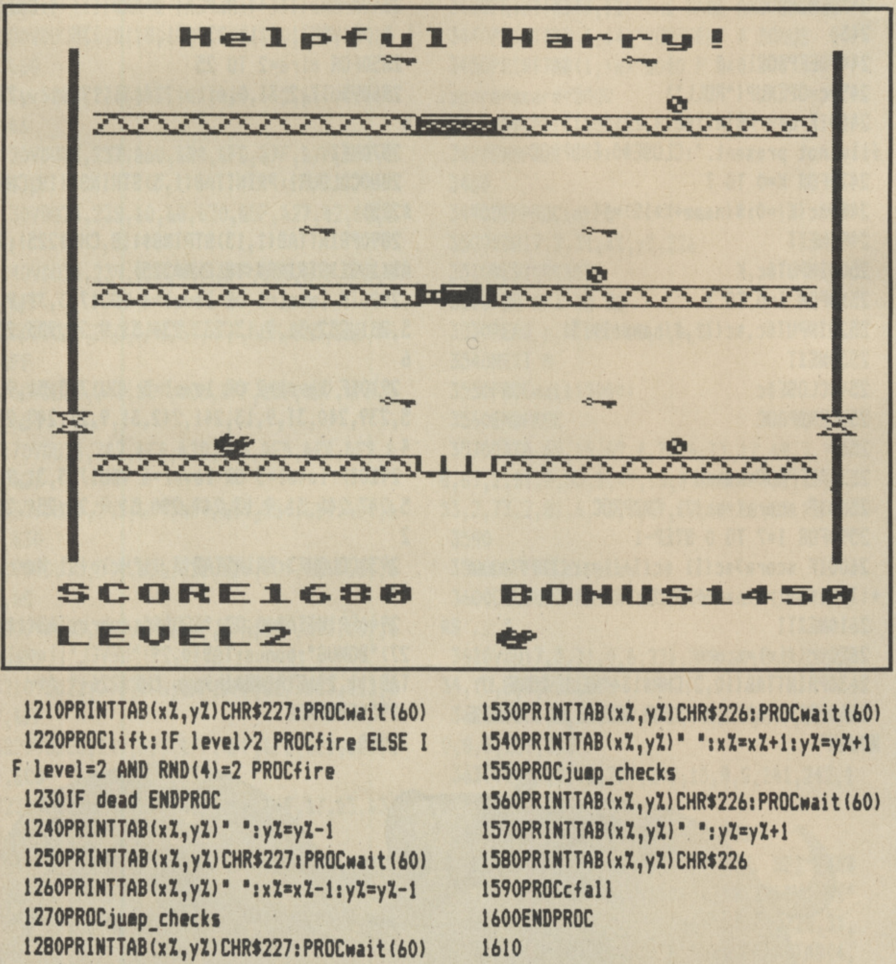
THE HELPFUL HIPPO

By William Prew

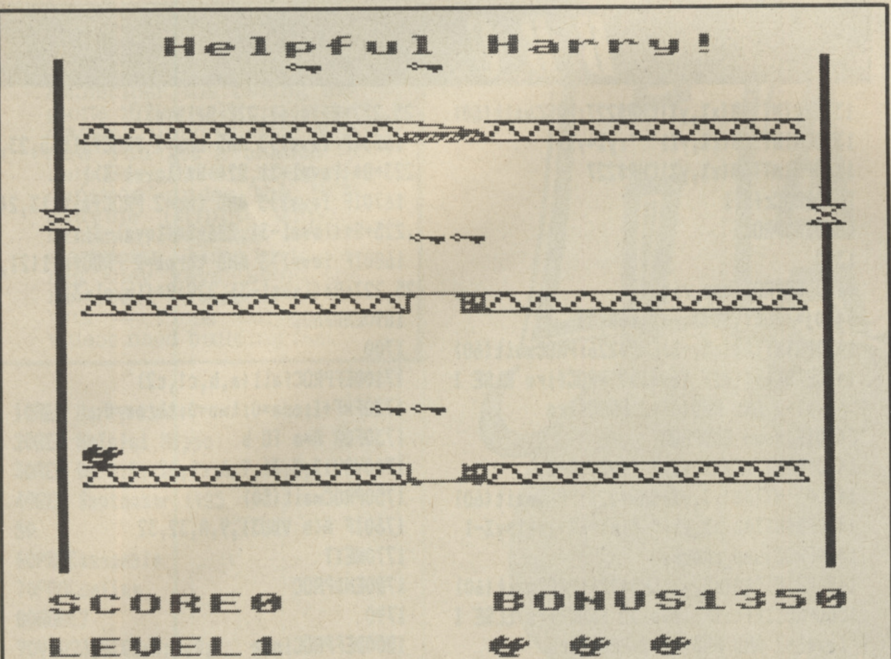
Remember the daring exploits of Harry Hippo in the classic 'Hippo Quest'? Well now you get a chance to help Harry in his latest occupation under the HOP scheme (Hippo Opportunities Program) — an electrician. Jump up to collect they keys, avoid the holes and be careful on the lifts — those tellys and videos need building fast.

```
 10REM Harry the
 20REM Helpful Hippo!
 30REM By William Prew
 40REM September 1985
 50
 60PROCassemble
 70PROCdefine
 80MODE7
 90VDU23;8202;0;0;0;
100PROCemblem
110IF FNask(1) PROCload
120IF FNask(0) CLS:PROCinst
130IF G<3 MODE5:PROCdisplay
140REPEAT
150MODE5
160VDU23;8202;0;0;0;
170VDU19,1,6;0;
180dead=FALSE:next=FALSE
190on=FALSE:hippo=3
200level=1:score=0
210REPEAT
220VDU19,3,col(level);0;0;0;
230x%=1:y%=20:lift=25
240ch=228:way=226:pos=18
250F=0:over=FALSE:one=0
260two=0:three=0:dir=-1
270bonus=1500:dps=10
280CLS:PROCscreen
290IF level=1 PROCintro
300REPEAT
310bonus=bonus-10
320PROCwait(250-50*level)
330IF level>2 PROCfire ELSE IF level=2
AND RND(2)=1 PROCfire
340IF NOT dead PROClift:PROCplay
350IF bonus=0 dead=TRUE
360UNTIL dead OR next
370IF dead PROClose ELSE PROCnext
380UNTIL over
390MODE7:PROCtable
400UNTIL FALSE
410
420DEFPROCplay
430j=FALSE
440COLOUR2
450mx%=x%:my%=y%
460PROCduring
470PROCkey
480COLOUR7:PRINTTAB(5,27);score;TAB(16
,27);bonus;"  "
490PROCcheck
500IF on PROCon:on=FALSE
510VDU17,2,31,x%,y%,way
520IF mx%=x% OR j ENDPROC ELSE VDU31,m
x%,y%,32
530ENDPROC
540
550DEFPROCduring
560IF INKEY-106 REPEAT UNTIL INKEY-90
570IF INKEY-17 THEN *FX210,1
580IF INKEY-82 THEN *FX210,0
590IF INKEY-97 THEN CLS:END
600ENDPROC
610
620DEFPROCkey
630IF INKEY-67 AND x%<19 x%=x%+1:way=2
26
640IF INKEY-98 AND x%>0 x%=x%-1:way=22
7
650IF INKEY-73 dir=-1 ELSE IF INKEY-10
5 dir=1
660IF x%<16 AND INKEY-74 AND way=226 T
HEN PROCjump_right ELSE IF INKEY-74 AND
x%>3 AND way=227 THEN PROCjump_left
670ENDPROC
680
690DEFPROCcheck
700A=FNscrn(x%,y%):B=FNscrn(x%,y%+1)
710IF A=128 AND B=134 on=TRUE ELSE IF
A=128 AND B<>134 dead=TRUE:ENDPROC
720IF B=32 dead=TRUE:ENDPROC
730IF y%=3 AND F=3 next=TRUE:ENDPROC E
LSE IF y%=3 AND F<3 dead=TRUE:ENDPROC
740ENDPROC
750
760DEFPROCfch
770IF level=1 ENDPROC
780IF y%=4 AND pos=x% dead=TRUE
790IF y%=20 AND pos=x% dead=TRUE
800IF y%=12 AND dps=x% dead=TRUE
810ENDPROC
820
830DEFPROCjump_checks
840A=FNscrn(x%,y%)
850IF y%=18 AND A=142 score=score+100:
SOUND3,2,55,2:three=three+1:ENDPROC
860IF y%=10 AND A=142 AND F=1 score=sc
ore+100:SOUND3,2,55,2:two=two+1 ELSE IF
y%=10 AND A=142 AND F<1 dead=TRUE:ENDPRO
C
870IF y%=2 AND A=142 AND F=2 score=sco
re+100:SOUND3,2,55,2:one=one+1 ELSE IF y
%=2 AND A=142 AND F<2 dead=TRUE:ENDPROC
880ENDPROC
890
900DEFPROCon
910VDU31,mx%,y%,32
920dir=-1
930REPEAT PROClift:IF level>1 PROCfire
940PROCduring
950PROCwait(300-50*level)
960VDU31,x%,y%-1,32:y%=y%-1
970VDU17,2,31,x%,y%-1,way
980UNTIL INKEY-67 OR INKEY-98 OR y%=3
990VDU31,x%,y%-1,224
1000PROCcheck
1010ENDPROC
1020
```

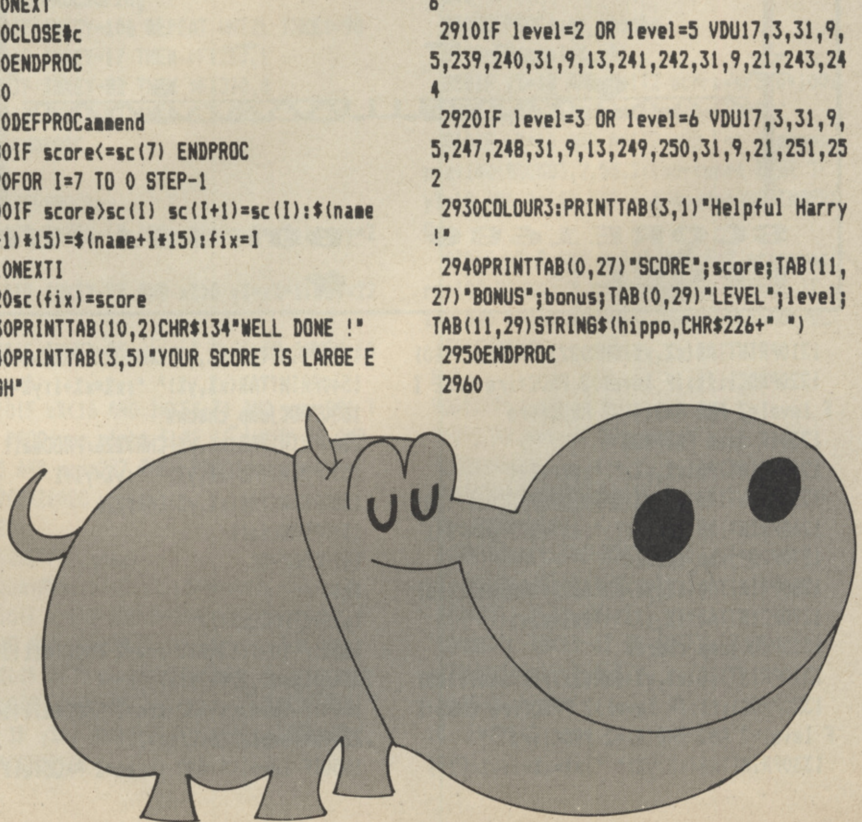
```
 1030DEFPROCfire
 1040PROCfch
 1050VDU31,pos,4,32,31,dps,12,32,31,pos,
20,32
 1060pos=pos-1:dps=dps+1:IF pos=0 THEN p
os=18 ELSE IF dps=19 THEN dps=1
 1070VDU17,3,31,pos,4,ch,31,dps,12,ch,31
,pos,20,ch
 1080IF ch=228 ch=229 ELSE ch=228
 1090PROCfch
 1100COLOUR2
 1110ENDPROC
 1120
 1130DEFPROClift
 1140VDU17,2,31,0,lift,224,31,19,lift,22
4
 1150lift=lift+dir:IF lift=2 THEN lift=2
4 ELSE IF lift=25 THEN lift=3
 1160VDU17,1,31,0,lift,230,31,19,lift,23
0,17,2
 1170ENDPROC
 1180
 1190DEFPROCjump_left
 1200j=TRUE:VDU31,mx%,my%,32
```



```
 1210PRINTTAB(x%,y%)CHR$227:PROCwait(60)
 1220PROClift:IF level>2 PROCfire ELSE I
F level=2 AND RND(4)=2 PROCfire
 1230IF dead ENDPROC
 1240PRINTTAB(x%,y%)" ":y%=y%-1
 1250PRINTTAB(x%,y%)CHR$227:PROCwait(60)
 1260PRINTTAB(x%,y%)" ":x%=x%-1:y%=y%-1
 1270PROCjump_checks
 1280PRINTTAB(x%,y%)CHR$227:PROCwait(60)
 1290PRINTTAB(x%,y%)" ":x%=x%-1
 1300PROCjump_checks
 1310PRINTTAB(x%,y%)CHR$227:PROCwait(60)
 1320PROClift:IF level>2 PROCfire ELSE I
F level=2 AND RND(4)=2 PROCfire
 1330PRINTTAB(x%,y%)" ":x%=x%-1:y%=y%+1
 1340PRINTTAB(x%,y%)CHR$227:PROCwait(60)
 1350PRINTTAB(x%,y%)" ":y%=y%+1
 1360PRINTTAB(x%,y%)CHR$227
 1370PROCcfall
 1380ENDPROC
 1390
 1400DEFPROCjump_right
 1410j=TRUE:VDU31,mx%,my%,32
 1420PRINTTAB(x%,y%)CHR$226:PROCwait(60)
 1430PROClift:IF level>2 PROCfire ELSE I
F level=2 AND RND(4)=2 PROCfire
 1440IF dead ENDPROC
 1450PRINTTAB(x%,y%)" ":y%=y%-1
 1460PRINTTAB(x%,y%)CHR$226:PROCwait(60)
 1470PRINTTAB(x%,y%)" ":x%=x%+1:y%=y%-1
 1480PROCjump_checks
 1490PRINTTAB(x%,y%)CHR$226:PROCwait(60)
 1500PROClift:IF level>2 PROCfire ELSE I
F level=2 AND RND(4)=2 PROCfire
 1510PRINTTAB(x%,y%)" ":x%=x%+1
 1520PROCjump_checks
 1530PRINTTAB(x%,y%)CHR$226:PROCwait(60)
 1540PRINTTAB(x%,y%)" ":x%=x%+1:y%=y%+1
 1550PROCjump_checks
 1560PRINTTAB(x%,y%)CHR$226:PROCwait(60)
 1570PRINTTAB(x%,y%)" ":y%=y%+1
 1580PRINTTAB(x%,y%)CHR$226
 1590PROCcfall
 1600ENDPROC
 1610
 1620DEFPROCcfall
 1630IF level<4 AND one=2 PROCfall(5,23,
223+8*level,224+8*level)
 1640IF level<4 AND two=2 PROCfall(13,24
,225+8*level,226+8*level)
 1650IF level<4 AND three=2 PROCfall(21,
25,227+8*level,228+8*level)
 1660IF level>3 AND one=2 PROCfall(5,23,
223+8*(level-3),224+8*(level-3))
 1670IF level>3 AND two=2 PROCfall(13,24
,225+8*(level-3),226+8*(level-3))
 1680IF level>3 AND three=2 PROCfall(21,
25,227+8*(level-3),228+8*(level-3))
 1690ENDPROC
 1700
 1710DEFPROCfall(a,b,c1,c2)
 1720F=F+1:one=0:two=0:three=0
 1730FOR A=a TO b
 1740VDU17,3,31,9,A,c1,c2
 1750PROCwait(50)
 1760IF A<b VDU31,9,A,32,32
 1770NEXT
 1780ENDPROC
 1790
 1800DEFPROClose
 1810VDU31,mx%,my%,32
 1820VDU17,2,31,x%,y%,237
 1830dead=FALSE
 1840hippo=hippo-1
 1850COLOUR3:PRINTTAB(11,29)STRING$(hipp
o,CHR$226+" ");"   "
 1860FOR A=75 TO 45 STEP-1
 1870SOUND3,1,A,1
 1880NEXT
 1890PROCwait(5000)
 1900IF hippo=0 over=TRUE
 1910ENDPROC
 1920
 1930DEFPROCnext
 1940COLOUR2:PRINTTAB(1,17)"LEVEL ";leve
l;" COMPLETED"
 1950next=FALSE
 1960score=score+bonus
 1970RESTORE2040
 1980FOR music=0 TO 22
 1990READ p,d:SOUND3,1,p,d:NEXT
 2000PROCwait(5000)
 2010IF level=3 OR level=6 PROCpoints
 2020level=level+1
 2030ENDPROC
 2040DATA 127,4,119,1,127,1,142,1,159,1,
142,4,127,1,142,1,159,1,169,1,159,8,159,
1,169,1,159,1,142,1,127,1,142,4,159,1,14
2,1,127,1,119,1,127,1,119,8
 2050
 2060DEFPROCpoints
 2070PRINTTAB(1,17)SPC(18);TAB(2,17)"* B
ONUS x ";500*level;" *"
```



```
 2080score=score+500*level
 2090RESTORE2150
 2100FOR music=0 TO 5
 2110READ a,b:SOUND3,1,a,b:NEXT
 2120PROCwait(5000)
 2130IF level=6 PROCmessage:over=-1
 2140ENDPROC
 2150DATA 110,2,115,2,110,2,95,2,90,2,95
,8
 2160
 2170DEFPROCtable
 2180PROCammend
 2190CLS
 2200PRINTTAB(5,1)CHR$134"Harry the Help
ful Hippo!"
 2210PRINTTAB(9,2)CHR$130"Roll of Honour
."
 2220PRINT'TAB(9)CHR$131"By William Prew
"'
 2230FORR=0TO7
 2240VDU32,32,130,R+49,46:PRINTTAB(3)CHR
$135;sc(R)TAB(16);$(name+R*15)'
 2250NEXT
 2260PRINTTAB(2,22)CHR$134"Do you wish t
o save the roll (Y/N) ";
 2270REPEAT
 2280ans=INSTR("YyNn",GET$)
 2290UNTILans
 2300IF ans<3 PROCsave
 2310PRINTTAB(2,22)CHR$134"Press the SPA
CE BAR to replay.       ";TAB(33,22);
 2320REPEATUNTILGET=32
 2330ENDPROC
 2340
 2350DEFPROCsave
 2360c=OPENOUT("ROLL")
 2370PRINT#c,7
 2380FOR S=0 TO 7
 2390PRINT#c,sc(S),$(name+S*15)
 2400NEXT
 2410CLOSE#c
 2420ENDPROC
 2430
 2440DEFPROCload
 2450c=OPENUP("ROLL")
 2460IF c=0 PRINTTAB(4,22)"Hall of fame
file not present.":CLOSE#0:ENDPROC
 2470FOR K=0 TO 7
 2480sc(K)=0:$(name+K*15)=""
 2490NEXT
 2500INPUT#c,K
 2510FOR I=0 TO 7
 2520INPUT#c,sc(I),$(name+I*15)
 2530NEXT
 2540CLOSE#c
 2550ENDPROC
 2560
 2570DEFPROCammend
 2580IF score<=sc(7) ENDPROC
 2590FOR I=7 TO 0 STEP-1
 2600IF score>sc(I) sc(I+1)=sc(I):$(name
+(I+1)*15)=$(name+I*15):fix=I
 2610NEXTI
 2620sc(fix)=score
 2630PRINTTAB(10,2)CHR$134"WELL DONE !"
 2640PRINTTAB(3,5)"YOUR SCORE IS LARGE E
NOUGH"
 2650PRINTTAB(0,7)"TO QUALIFY FOR THE RO
LL OF HONOUR!"
 2660PRINTTAB(4,10)CHR$131"PLEASE ENTER
YOUR NAME"
 2670VDU31,5,12,132,157,135,31,26,12,156
,31,9,12:*FX15,1
 2680!&900=name+fix*15
 2690?&902=14
 2700?&903=32
 2710?&904=127
 2720X%=0:Y%=&9:A%=0
 2730?&904=127:X%=0:Y%=&9:A%=0
 2740CALL&FFF1
 2750ENDPROC
 2760
 2770DEFPROCwait(D)
 2780FOR S=1 TO D:NEXT
 2790ENDPROC
 2800
 2810DEFPROCscreen
 2820A=RND(11)+4:REPEAT B=RND(11)+4:UNTI
L B<>A:VDU17,1,31,A,2,238,31,B,2,238
 2830A=RND(11)+4:REPEAT B=RND(11)+4:UNTI
L B<>A:VDU31,A,10,238,31,B,10,238
 2840A=RND(11)+4:REPEAT B=RND(11)+4:UNTI
L B<>A:VDU31,A,18,238,31,B,18,238
 2850FOR wire=2 TO 25
 2860VDU17,2,31,0,wire,224,31,19,wire,22
4
 2870NEXT
 2880COLOUR1:PRINTTAB(1,5)STRING$(18,CHR
$225)
 2890PRINTTAB(1,13)STRING$(18,CHR$225);T
AB(1,21)STRING$(18,CHR$225)
 2900IF level=1 OR level=4 VDU17,3,31,9,
5,231,232,31,9,13,233,234,31,9,21,235,23
6
 2910IF level=2 OR level=5 VDU17,3,31,9,
5,239,240,31,9,13,241,242,31,9,21,243,24
4
 2920IF level=3 OR level=6 VDU17,3,31,9,
5,247,248,31,9,13,249,250,31,9,21,251,25
2
 2930COLOUR3:PRINTTAB(3,1)"Helpful Harry
!"
 2940PRINTTAB(0,27)"SCORE";score;TAB(11,
27)"BONUS";bonus;TAB(0,29)"LEVEL";level;
TAB(11,29)STRING$(hippo,CHR$226+" ")
 2950ENDPROC
 2960
```



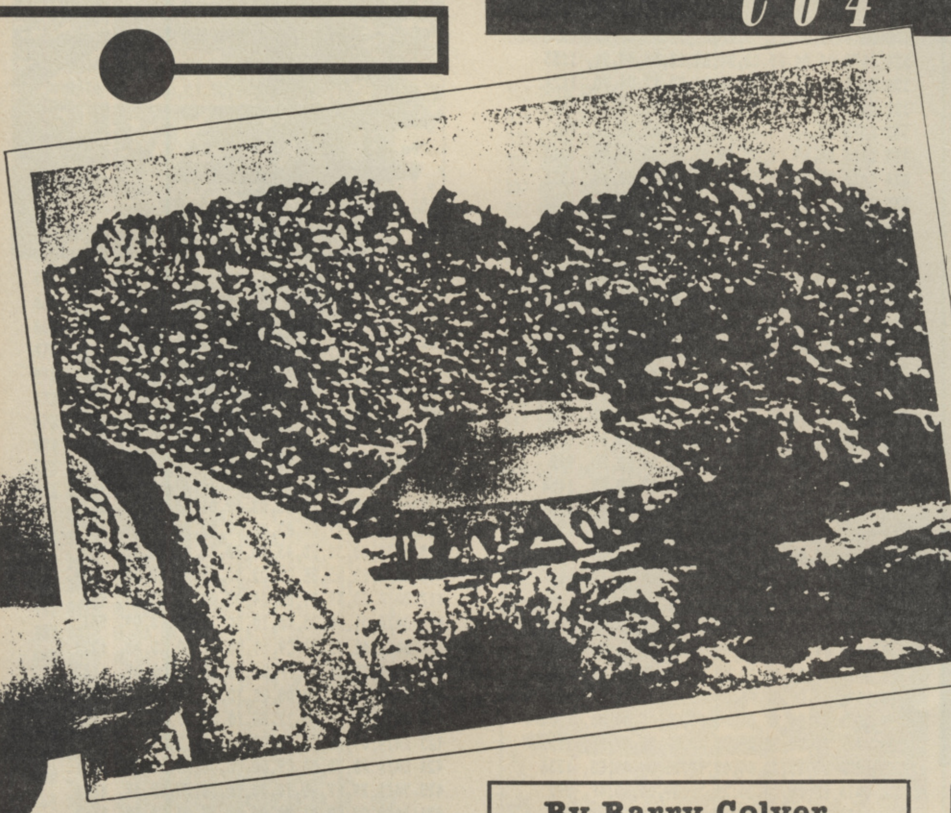
```
 2970DEFPROCdefine
 2980VDU23,224,&18,&18,&18,&18,&18,&18,&
18,&18
 2990VDU23,225,&FF,&18,&24,&24,&42,&42,&
81,&FF
 3000VDU23,226,&20,&76,&ED,&FF,&FE,&CC,&
78,&3C
 3010VDU23,227,&4,&6E,&B7,&FF,&7F,&33,&1
E,&3C
 3020VDU23,228,&0,&18,&2C,&2C,&34,&34,&1
8,&0
 3030VDU23,229,&0,&18,&34,&34,&2C,&2C,&1
8,&0
 3040VDU23,230,&FF,&42,&24,&18,&18,&24,&
42,&FF
 3050VDU23,231,&60,&B0,&FD,&7F,&7F,&BF,&
7E,&3C
 3060VDU23,231,&F0,&1F,&1,&0,&FF,&BB,&D5
,&EE
 3070VDU23,232,&0,&0,&F0,&1E,&FF,&BB,&55
,&EF
 3080VDU23,233,&FF,&C0,&80,&80,&80,&80,&
80,&80
 3090VDU23,234,&FF,&3F,&15,&1D,&1F,&17,&
1F,&1F
 3100VDU23,235,&80,&80,&80,&80,&80,&C0,&
FF,&60
 3110VDU23,236,&17,&1F,&1D,&15,&1F,&3F,&
FF,&6
 3120VDU23,237,&60,&B0,&FD,&7F,&7F,&BF,&
7E,&3C
 3130VDU23,238,&0,&0,&20,&5F,&27,&2,&0,&
0
 3140VDU23,239,&7F,&80,&FF,&EE,&D5,&BB,&
FF,&FF
 3150VDU23,240,&FE,&1,&FF,&EF,&55,&BB,&F
F,&FF
 3160VDU23,241,&C7,&C4,&FF,&D7,&D7,&FF,&
FF,&84
 3170VDU23,242,&FB,&3B,&FB,&FB,&FB,&FB,&
FF,&21
 3180VDU23,243,&84,&84,&84,&84,&84,&84,&
7F,&30
 3190VDU23,244,&21,&21,&21,&21,&21,&21,&
FE,&C
 3200VDU23,247,&FF,&FF,&FF,&FF,&81,&81,&
81,&FF
 3210VDU23,248,&FF,&FF,&FF,&E7,&C3,&C3,&
E7,&FF
 3220VDU23,249,&D5,&FF,&FF,&F8,&E0,&C0,&
C0,&C0
 3230VDU23,250,&FF,&FF,&FF,&1F,&7,&3,&3,
&3
 3240VDU23,251,&C0,&C0,&C0,&E0,&F8,&FF,&
FF,&60
 3250VDU23,252,&3,&3,&3,&7,&1F,&FF,&FF,&
6
 3260VDU23,253,&46,&A9,&88,&88,&8B,&89,&
A9,&46
 3270ENVELOPE1,3,0,0,0,0,0,0,126,-1,0,-5
,126,0
 3280ENVELOPE2,4,-12,-16,-20,1,1,1,63,-2
,-2,-10,126,0
 3290ENDPROC
 3300
 3310DEFPROCmessage
 3320U$=CHR$11+CHR$11+CHR$11
 3330L$=CHR$10+CHR$8+CHR$8
 3340A$=CHR$32+CHR$32+L$+CHR$231+CHR$232
+L$+CHR$233+CHR$234+L$+CHR$235+CHR$236
 3350B$=CHR$32+CHR$32+L$+CHR$239+CHR$240
+L$+CHR$241+CHR$242+L$+CHR$243+CHR$244
 3360C$=CHR$32+CHR$32+L$+CHR$247+CHR$248
+L$+CHR$249+CHR$250+L$+CHR$251+CHR$252
 3370D$=CHR$32+CHR$32+A$+U$+STRING$(5,CH
R$32)+B$+U$+STRING$(5,CHR$32)+C$+U$+CHR$
32+CHR$32
 3380FOR d=3 TO 22:SOUND3,1,200-d,1
 3390COLOUR3:PRINTTAB(0,d);D$:PROCwait(1
50)
 3400NEXTd
 3410COLOUR1:PRINTTAB(4,6)"WELL DONE !"
 3420PRINTTAB(1,10)"YOU HAVE  COMPLETED"
 3430PRINTTAB(1,12)"THE GAME AND EARNED"
 3440PRINTTAB(1,14)"YOURSELF A BONUS  !"
 3450PRINTTAB(1,16)"5000 P O I N T S  !"
:score=score+5000
 3460PROCwait(10000)
 3470ENDPROC
 3480
 3490DEFPROCintro
 3500VDU17,2,31,x%,y%,226
 3510RESTORE3570
 3520FOR M=1 TO 20
 3530READ p,d:SOUND3,1,p,d
 3540NEXT M
 3550PROCwait(5000)
 3560ENDPROC
 3570DATA 69,16,69,4,73,4,73,12,69,2,73,
8,69,2,61,8,53,2,49,16,81,12,73,12,69,2,
53,2,73,2,81,6,73,6,69,12,61,12,53,12
 3580
 3590DEFPROCdisplay
 3600COLOUR2:PRINTTAB(0,3)"  .. CHARACTE
RS .. "
 3610VDU17,3,31,0,6,231,232,10,8,8,233,2
34,10,8,8,235,236
 3620VDU31,0,12,247,248,10,8,8,249,250,1
0,8,8,251,252
 3630VDU31,0,18,239,240,10,8,8,241,242,1
0,8,8,243,244
 3640VDU31,0,3,253,31,19,3,253
 3650COLOUR1:PRINTTAB(4,7)"T.V. SET";TAB
(4,13)"WASHING MACHINE";TAB(4,19)"HI-FI"
 3660VDU17,2,31,0,22,226,31,0,24,228,31,
0,26,225,31,0,28,230:COLOUR1:PRINTTAB(4,
22)"HARRY";TAB(4,24)"PELLET";TAB(4,26)"F
LOOR BOARD";TAB(4,28)"ELEVATOR"
 3670COLOUR2:PRINTTAB(0,30)"PRESS SPACE
TO PLAY";
 3680REPEAT UNTIL GET=32
 3690ENDPROC
 3700
 3710DEFFNscrn(x,y)
 3720VDU31,x,y:CALL code
 3730=?&70
 3740
 3750DEFFNask(N)
 3760IF N=0 PRINTTAB(6,14)CHR$130"Do you
 want instructions ? "; ELSE PRINTTAB(6,
14)CHR$134"Load a roll of honour ? ";
 3770REPEAT G=INSTR("YyNn",GET$)
 3780UNTIL G
 3790IF G<3 =TRUE ELSE =FALSE
 3800
 3810DEFPROCinst
 3820PRINT'CHR$131"Harry the Helpful Hip
po!  By W.Prew."'
 3830PRINT"Having conquered the Indians
in 'Hippo"
 3840PRINT"Quest', Harry the Hippo has j
oined the"
 3850PRINT"assembly line of an electrica
l company"
 3860PRINT"which manufactures various ap
pliances."'
 3870PROCcentre(CHR$134+"The Screen")
 3880PRINT'"There are three floors, each
 with part"
 3890PRINT"of an electrical  appliance b
uried  in"
 3900PRINT"it. Above  each floor  there
 are  two"
 3910PRINT"keys which are very important
  On  the"
 3920PRINT"sides  of the screen there ar
e 2 ropes"
 3930PRINT"which act  as pulleys for 2 e
levators."'
 3940PROCcentre(CHR$130+CHR$136+"Press t
he SPACEBAR to contine")
 3950REPEAT UNTIL GET=32:CLS
 3960PRINT
 3970PROCcentre(CHR$134+"The Object Of T
he Game")
 3980PRINT"Your job  is to walk along th
e  floors"
 3990PRINT"starting  at  the  bottom wor
king your"
 4000PRINT"way  up  to the  top, jumping
 into the"
 4010PRINT"keys. If  you  jump  into two
 keys per"
 4020PRINT"floor  the  part of  the  app
liance in"
 4030PRINT"that floor  will fall to the
bottom of"
 4040PRINT"the screen."
 4050PROCcentre(CHR$134+"The Elevator")
 4060PRINT"In  order to  make things a b
it easier"
 4070PRINT"you can control  the movement
  of  the"
 4080PRINT"elevators. You can  only walk
  onto  an"
 4090PRINT"elevator, and  it  can be qui
te tricky"
 4100PRINT"getting off  one  at the corr
ect time."
 4110PRINT"When on an elevator it will o
nly go up"
 4120PRINT"you cannot  control its  move
ment when"
 4130PRINT"on it. I would advise practic
e on  the"
 4140PRINT"using the elevators whilst on
  level 1."'
 4150PROCcentre(CHR$130+CHR$136+"Press t
he SPACEBAR to continue")
 4160REPEAT UNTIL GET=32:CLS
 4170PRINT
 4180PROCcentre(CHR$134+"Losing a life")
 4190PRINT"You  have  three lives, each
time you"
 4200PRINT"lose a life  you will  go bac
k to  the"
 4210PRINT"beginning of the level you ar
e on !"
 4220PRINT"Below  is a list  of the ways
  you can"
 4230PRINT"lose a life. The  list  may
seem long"
 4240PRINT"but  the  game  is  perfectly
  possible"
 4250PRINT"after a bit of practice !"'
 4260PRINT"A. Falling through a hole in
the floor."
 4270PRINT"B. Losing your bonus (see 'sc
oring')."
 4280PRINT"C. Walking into the lift rope
."
 4290PRINT"D. Falling through a lift, ca
used by      not walking onto the lift
properly."
 4300PRINT"E. Attempting to collect a ke
y of a       higher floor without havin
g collected  the two from the one below
."
 4310PRINT"F. Hitting a pellet (see 'The
 levels')."'
 4320PROCcentre(CHR$130+CHR$136+"Press t
he SPACEBAR to continue")
 4330REPEAT UNTIL GET=32:CLS
 4340PRINT
```

```
 4350PROCcentre(CHR$134+"Scoring")
 4360PRINT"Every time you jump into a ke
y you get"
 4370PRINT"100 points. Every time you co
mplete  a"
 4380PRINT"level you take the remaining
bonus and"
 4390PRINT"add it to your current  score
. If  you"
 4400PRINT"complete  level 3 or level 6
you  gain"
 4410PRINT"an extra bonus!"'
 4420PROCcentre(CHR$134+"Completing a le
vel")
 4430PRINT"When you have collected six k
eys on  a"
 4440PRINT"level you must step on an ele
vator and"
 4450PRINT"wait until you are  told that
 you have"
 4460PRINT"completed  a  level. In all t
here  are"
 4470PRINT"six levels. The next section
describes"
 4480PRINT"the levels."'
 4490PROCcentre(CHR$130+CHR$136+"Press t
he SPACEBAR to continue")
 4500REPEAT UNTIL GET=32:CLS
 4510PRINT:PROCcentre(CHR$134+"The Level
s")
 4520PRINT"On most levels there are pell
ets being"
 4530PRINT"hurled at you just above grou
nd level!"
 4540PRINT"If you hit a pellet  you will
  lose  a"
 4550PRINT"life. Here is a general descr
iption of"
 4560PRINT"the levels:"'
 4570PRINT"On  LEVEL 1, it  is a  simple
  case  of"
 4580PRINT"jumping  into the  keys. Ther
e are  no"
 4590PRINT"pellets."
 4600PRINT"On  LEVEL 2, you do the same
but there"
 4610PRINT"are slow moving pellets."
 4620PRINT"On  LEVEL 3, the  pellets  ar
e  moving"
 4630PRINT"much faster."
 4640PRINT"On  LEVELS 4-6 you do the sam
e but the"
 4650PRINT"pellets are gradually  speedi
ng up  as"
 4660PRINT"you progress !"'
 4670PROCcentre(CHR$130+CHR$136+"Press t
he SPACEBAR to continue")
 4680REPEATUNTIL GET=32:CLS
 4690PRINT:PROCcentre(CHR$134+"The Keys
to Use")
 4700PRINT':PROCcentre(CHR$131+"To move
use:")
 4710PRINT:PROCcentre("Z .... Left     X
 .... Right")
 4720PRINT:PROCcentre("To Jump .... Retu
rn")
 4730PRINT:PROCcentre(CHR$131+"To contro
l elevator use:")
 4740PRINT:PROCcentre("* .... Up      ?
.... Down")
 4750PRINT':PROCcentre(CHR$134+"Other Co
ntrols")
 4760PRINT:PROCcentre("COPY .. Freeze
DELETE .. Continue")
 4770PRINT:PROCcentre("Q .. Sound Off
S .. Sound On")
 4780PRINT:PROCcentre("TAB .. Abort Game
")
 4790PRINT:PROCcentre(CHR$130+CHR$136+"P
ress the SPACEBAR to play")
 4800REPEAT UNTIL GET=32
 4810ENDPROC
 4820
 4830DEFPROCcentre(M$)
 4840PRINTTAB(19-(LEN M$)/2)M$
 4850ENDPROC
 4860
 4870DEFPROCemblem
 4880PRINTTAB(11,1)CHR$147"5jhihihijj"
 4890PRINTTAB(11,2)CHR$147"7kjkjiji 5"
 4900PRINTTAB(13,4)CHR$147"k!55w"
 4910PRINTTAB(13,5)CHR$147"* '%-"
 4920PRINTTAB(9,7)CHR$147"5jj`j j`4j`j 5
5"
 4930PRINTTAB(9,8)CHR$147"7kjsjpj` j`*p%
u0"
 4940PRINTTAB(11,10)CHR$147"5j""7j`47ih`
4"
 4950PRINTTAB(11,11)CHR$147"7k_uj` 7!*p%
"

 4960ENDPROC
 4970
 4980DEFPROCassemble
 4990DIM code 10,sc(8),name 150,col(6),t
itle$(6)
 5000P%=code
 5010[OPT 2
 5020LDA#135:JSR &FFF4:STX &70
 5030RTS
 5040ü
 5050RESTORE5170
 5060FOR fill=0 TO 7
 5070READ name$
 5080$(name+fill*15)=name$
 5090sc(fill)=15000-2000*fill
 5100NEXT fill
 5110RESTORE5180
 5120FOR cols=1 TO 6
 5130READ co
 5140col(cols)=co
 5150NEXT cols
 5160ENDPROC
 5170DATA **************,Harry the,helpin
g Hippo!,by William,Prew for,Computer Ga
mer,September 1985,**************
 5180DATA 2,7,3,2,7,3
```

C64

UFO



By Barry Colyer

Older readers (like me) will remember the classic Gary Anderson TV programme of the same name as this program. And this game is loosely based around it.

You are in command of a space ship on the outer reaches of the solar system — the sole guardian against the incursions of the aliens.

Good graphics and music from Ride of the Valkaries by Wagner, make this a game well worth typing in.

```
10 REM  ****************************
20 REM  ** U.F.O.  PRE-LOADER  **
30 REM  **     BARRY COLYER     **
40 REM  **       AUG.1985       **
50 REM  ****************************
60 POKE631,131:POKE198,1
70 POKE16384,0:POKE44,64:NEW

READY.
```

```
10 REM  **********************
20 REM  *      U.F.O       *
30 REM  *    HEX-LOADER    *
40 REM  *        BY        *
50 REM  *  BARRY  COLYER   *
60 REM  *     AUG.1985     *
65 REM  **********************
70 IFPEEK(12864)=169THEN160
80 FORM=11840TO16350STEP10
90 SUM=0
100 FORN=0TO9:READA$:HB=ASC(LEFT$(A$,1))-48:LB=ASC
(MID$(A$,2,1))-48
110 IFHB>16THENHB=HB-7
120 IFLB>16THENLB=LB-7
130 V=16*HB+LB:SUM=SUM+V:POKEM+N,V:NEXTN
140 READCHK:IFCHK<>SUMTHENPRINT"DATA ERROR IN LINE
";200+INT((M-11840)/10):END
150 NEXTM
160 SYS12864
170 END
200 DATA C0,00,00,60,00,00,30,00,00,18, 360
201 DATA 00,00,0C,00,00,06,00,00,03,00, 21
202 DATA 00,01,80,00,00,C0,00,00,60,00, 417
203 DATA 00,30,00,00,18,00,00,0C,00,00, 84
204 DATA 06,00,00,03,00,00,01,80,00,00, 138
205 DATA C0,00,00,60,00,00,30,00,00,18, 360
206 DATA 00,00,0C,00,C0,00,00,60,00,00, 300
207 DATA 18,00,00,0C,00,00,03,00,00,01, 40
208 DATA 80,00,00,60,00,00,30,00,00,0C, 284
209 DATA 00,00,06,00,00,01,80,00,00,C0, 327
```

```
210 DATA 00,00,30,00,00,18,00,00,06,00, 78
211 DATA 00,03,00,00,00,00,00,00,00,00, 3
212 DATA 00,00,00,00,00,00,00,00,00,FF, 255
213 DATA 00,04,1F,E0,0E,0F,F0,1E,0F,F8, 821
214 DATA 3F,39,FC,7F,9F,FC,7F,CF,F8,FF, 1747
215 DATA C3,FC,FF,81,FE,FF,00,7F,FF,00, 1722
216 DATA FF,FF,80,FF,7F,81,FE,7F,C3,FE, 1979
217 DATA 3F,C7,FC,1F,CF,F8,0F,CF,F0,07, 1469
218 DATA DF,E0,00,FF,00,00,00,00,00,00, 702
219 DATA 00,00,00,FF,00,07,B9,E0,0F,FE, 940
220 DATA F0,1B,F7,F8,3F,FF,9C,7F,FE,EE, 1855
221 DATA 77,FF,FE,FF,FD,9D,FB,BB,6F,BF, 2033
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223 DATA FB,7F,FD,F6,7F,FF,1E,3F,FF,FC, 1859
224 DATA 17,F6,F8,0F,FF,F0,07,FF,E0,00, 1513
225 DATA FF,00,00,00,00,00,FF,00,FF,C3, 960
226 DATA 00,C3,C3,00,C3,C3,00,C3,C3,00, 1170
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228 DATA C3,00,C3,C3,00,C3,C3,00,C3,C3, 1365
229 DATA 00,C3,C3,00,C3,C3,00,C3,C1,B1, 1297
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231 DATA 30,00,0C,18,00,18,0F,FF,F0,00, 618
232 DATA FF,FF,FF,FF,FF,FF,E0,00,03,E0, 1981
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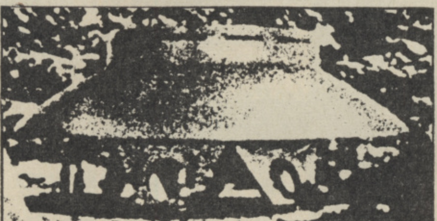

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301 DATA 88,19,14,20,11,40,08,06,C0,C0, 692
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303 DATA 84,FC,A9,FF,A0,2D,85,FD,84,FE, 1785
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307 DATA 30,F4,8A,48,20,84,3D,68,AA,A0, 1161
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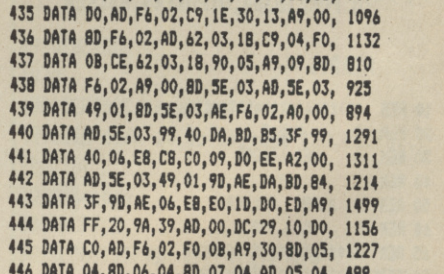

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479 DATA 07,C9,C8,D0,F1,A9,80,8D,04,D4, 1511
480 DATA 60,EE,F6,02,F8,AD,4A,03,18,69, 1209
481 DATA 01,8D,4A,03,AD,4B,03,69,00,8D, 716
482 DATA 4B,03,D8,29,0F,18,69,30,8D,05, 673
483 DATA 04,AD,4A,03,A8,4A,4A,4A,4A,18, 742
484 DATA 69,30,8D,06,04,98,29,0F,18,69, 641
485 DATA 30,8D,07,04,60,F8,AD,4C,03,38, 852
486 DATA E9,01,8D,4C,03,AD,4D,03,E9,00, 940
487 DATA 8D,4D,03,D8,29,0F,18,69,30,8D, 811
488 DATA 25,04,AD,4C,03,A8,4A,4A,4A,4A, 757
489 DATA 18,69,30,8D,26,04,98,29,0F,18, 592
490 DATA 69,30,8D,27,04,60,8D,5F,03,A9, 841
491 DATA FF,8D,60,03,CE,60,03,D0,FB,CE, 1465
492 DATA 5F,03,D0,F1,60,A9,00,A2,FF,E8, 1461
493 DATA 9D,00,D4,E0,06,D0,F8,A9,0F,8D, 1380
494 DATA 18,D4,60,A9,00,A2,FF,E8,9D,00, 1307
495 DATA D4,E0,18,D0,F8,A9,0F,8D,18,D4, 1477
496 DATA 60,A9,1F,8D,15,D0,A9,18,8D,1C, 1028
497 DATA D0,A9,BD,A2,BE,A0,BF,8D,F8,07, 1665
498 DATA 8E,F9,07,BC,FA,07,A9,C1,8D,FB, 1549
499 DATA 07,8D,FC,07,A9,AB,8D,06,D0,8D, 1243
500 DATA 08,D0,A9,FF,8D,07,D0,8D,09,D0, 1354
501 DATA A9,1E,8D,00,D0,A9,1E,8D,03,D0, 1099
502 DATA A9,47,8D,02,D0,A9,82,8D,01,D0, 1240
503 DATA A9,70,8D,04,D0,A9,E6,8D,05,D0, 1387
504 DATA A9,00,8D,25,D0,A9,07,8D,26,D0, 1118
505 DATA A9,07,8D,27,D0,8D,28,D0,8D,29, 1135
506 DATA D0,EE,00,D0,EE,02,D0,EE,03,D0, 1551
507 DATA EE,04,D0,CE,07,D0,CE,09,D0,CE, 1500
508 DATA 05,D0,A9,19,20,9A,39,20,FB,3A, 991
509 DATA AD,05,D0,C9,82,D0,DC,A2,00,A9, 1476
510 DATA 0D,9D,43,DA,BD,52,3F,9D,43,06, 1019
511 DATA CE,06,D0,EE,08,D0,E8,A9,19,20, 1332
512 DATA 9A,39,20,FB,3A,E0,32,D0,E2,A2, 1422
513 DATA 00,A9,06,9D,02,DB,BD,A1,3F,9D, 1123
514 DATA 02,07,E8,A9,19,20,9A,39,20,FB, 961
515 DATA 3A,E0,14,D0,E8,A2,00,A9,02,9D, 1232
516 DATA 75,DB,BD,84,3F,9D,75,07,E8,CE, 1439
517 DATA 06,D0,CE,07,D0,EE,08,D0,CE,09, 1304
518 DATA D0,A9,19,20,9A,39,20,FB,3A,E0, 1210
519 DATA 1D,D0,DC,20,FB,3A,A9,19,20,9A, 1178
520 DATA 39,CE,07,D0,CE,09,D0,AD,00,DC, 1294
521 DATA 29,10,D0,EB,A9,00,8D,15,D0,AD, 1212
522 DATA 11,D0,29,EF,8D,11,D0,A9,93,20, 1219
523 DATA D2,FF,20,D7,3C,20,12,3B,78,A9, 1170
524 DATA 00,8D,14,03,A9,3D,8D,15,03,58, 647
525 DATA AD,11,D0,09,10,8D,11,D0,60,AD, 1058
526 DATA FB,07,C9,C3,F0,07,EE,FB,07,EE, 1635
527 DATA FC,07,60,A9,C1,8D,FB,07,8D,FC, 1509
528 DATA 07,60,A9,00,A0,D8,85,FB,84,FC, 1416
529 DATA A9,97,A0,DB,85,FD,84,FE,20,97, 1654
530 DATA E0,A5,8E,29,0F,A0,00,91,FB,E6, 1373
531 DATA FB,D0,02,E6,FC,38,A5,FD,E5,FB, 1897
532 DATA A5,FE,E5,FC,B0,E4,60,AE,E5,02, 1805
533 DATA E0,07,F0,16,BD,70,29,8D,E6,02, 1208
534 DATA A9,00,9D,70,29,E8,8E,E5,02,AD, 1257
535 DATA E6,02,9D,70,29,60,A2,00,8E,E5, 1171
536 DATA 02,8E,77,29,A2,16,A9,07,85,FC, 1049
537 DATA 85,FE,A9,98,85,FB,38,E9,28,85, 1554
538 DATA FD,B0,02,C6,FE,A0,27,B1,FD,91, 1657
539 DATA FB,88,10,F9,CA,F0,0B,A5,FE,85, 1657
540 DATA FC,A5,FD,85,FB,38,B0,E1,A0,27, 1710
541 DATA A9,98,A2,07,85,FB,86,FC,B1,FB, 1688
542 DATA 91,FD,88,10,F9,AD,E6,02,8D,70, 1457
543 DATA 29,60,AE,E5,02,F0,16,BD,70,29, 1146
544 DATA 8D,E6,02,A9,00,9D,70,29,CA,8E, 1196
545 DATA E5,02,AD,E6,02,9D,70,29,60,A2, 1204
546 DATA 07,8E,E5,02,A9,00,8D,70,29,A2, 1005
547 DATA 16,A9,04,85,FC,85,FE,A9,28,85, 1309
548 DATA FB,18,69,28,85,FD,90,02,E6,FE, 1436
549 DATA A0,27,B1,FD,91,FB,88,10,F9,CA, 1628
```

```
550 DATA F0,0B,A5,FE,85,FC,A5,FD,85,FB, 1857
551 DATA 18,90,E1,A0,27,A9,28,A2,04,85, 1100
552 DATA FB,86,FC,B1,FB,91,FD,88,10,F9, 1864
553 DATA AD,E6,02,8D,77,29,60,AD,E6,02, 1207
554 DATA C9,03,F0,0C,AE,E5,02,18,6A,8D, 1132
555 DATA E6,02,9D,70,29,60,A9,00,AE,E5, 1210
556 DATA 02,9D,70,29,A2,17,A9,04,85,FC, 1055
557 DATA 85,FE,A9,28,85,FB,18,69,01,85, 1243
558 DATA FD,90,02,E6,FE,A0,26,B1,FB,91, 1654
559 DATA FD,88,10,F9,A0,1E,B1,FB,A0,00, 1432
560 DATA 91,FB,CA,F0,12,A5,FB,18,69,28, 1441
561 DATA 85,FB,90,04,E6,FC,E6,FE,A5,FB, 1914
562 DATA 18,90,D2,AE,E5,02,A9,C0,9D,70, 1413
563 DATA 29,8D,E6,02,60,AD,E6,02,C9,C0, 1308
564 DATA F0,0C,AE,E5,02,18,2A,8D,E6,02, 1096
565 DATA 9D,70,29,60,AE,E5,02,A9,00,9D, 1137
566 DATA 70,29,A2,17,A9,04,85,FC,85,FE, 1283
567 DATA A9,28,85,FB,18,69,01,85,FD,90, 1253
568 DATA 02,E6,FE,A0,00,B1,FD,91,FB,C8, 1672
569 DATA C0,27,D0,F7,A0,13,B1,FB,A0,27, 1492
570 DATA 91,FB,CA,F0,12,A5,FB,18,69,28, 1441
571 DATA 85,FB,90,04,E6,FC,E6,FE,A5,FB, 1914
572 DATA 18,90,D0,AE,E5,02,A9,03,9D,70, 1222
573 DATA 29,8D,E6,02,60,A9,00,A0,04,85, 976
574 DATA FB,84,FC,A2,0F,86,FD,20,97,E0, 1606
575 DATA A4,8E,A9,2E,91,FB,A6,FD,CA,86, 1672
576 DATA FD,A9,00,C5,FD,90,EC,E6,FC,A9, 1903
577 DATA 08,C5,FC,D0,E0,60,CE,F5,02,F0, 1678
578 DATA 03,4C,31,EA,A9,10,8D,0B,D4,A9, 1080
579 DATA 40,8D,12,D4,AE,F4,02,BD,5C,3E, 1198
580 DATA 8D,07,D4,38,0A,8D,0E,D4,E8,BD, 1214
581 DATA 5C,3E,8D,08,D4,2A,8D,0F,D4,E8, 1157
582 DATA A9,11,8D,0B,D4,A9,41,8D,12,D4, 1155
583 DATA BD,5C,3E,8D,F5,02,E8,E0,F6,D0, 1641
584 DATA 02,A2,00,8E,F4,02,4C,31,EA,AD, 1084
585 DATA 15,D0,29,40,D0,1A,AD,15,D0,09, 979
586 DATA 40,8D,15,D0,AD,0D,D0,18,69,32, 1007
587 DATA 8D,0D,D0,8D,0F,D0,A9,09,8D,2E, 1091
588 DATA D0,60,AD,15,D0,29,BF,8D,15,D0, 1308
589 DATA AD,0D,D0,38,E9,32,8D,0D,D0,8D, 1236
590 DATA 0F,D0,A9,0F,8D,2E,D0,60,A0,00, 1058
591 DATA 88,8C,69,03,C8,98,18,69,02,AA, 1037
592 DATA 8E,68,03,B1,FB,8D,66,03,A2,00, 1085
593 DATA 8E,67,03,18,6E,66,03,2E,67,03, 639
594 DATA E8,E0,08,D0,F4,98,48,AC,68,03, 1419
595 DATA AD,67,03,91,FD,68,A8,C8,CC,6A, 1459
596 DATA 03,F0,0D,CE,68,03,AD,69,03,CD, 1055
597 DATA 68,03,F0,C0,D0,CB,60,AD,03,D0, 1430
598 DATA C9,D3,F0,09,C9,B5,F0,05,C9,A1, 1650
599 DATA F0,01,60,CE,F9,07,CE,FA,07,CE, 1468
600 DATA FC,07,CE,FD,07,60,CE,48,03,F0, 1342
601 DATA 01,60,A9,08,8D,48,03,AE,40,03, 731
602 DATA E8,E0,C4,F0,07,8E,40,03,8E,FB, 1501
603 DATA 07,60,A2,C1,8E,40,03,8E,FB,07, 1067
604 DATA 60,A0,00,A9,00,91,FB,E6,FB,D0, 1510
605 DATA 02,E6,FC,38,A5,FD,E5,FB,A5,FE, 1857
606 DATA E5,FC,B0,E9,60,A2,00,A9,03,9D, 1477
607 DATA 0C,D8,BD,C7,3F,9D,0C,04,E8,E0, 1308
608 DATA 10,30,F0,A2,00,BD,05,04,9D,19, 846
609 DATA 04,E8,E0,03,30,F5,AD,1A,04,18, 983
610 DATA 69,03,18,C9,3A,B0,04,8D,1A,04, 742
611 DATA 60,AD,1A,04,38,E9,07,8D,1A,04, 766
612 DATA EE,19,04,60,00,00,1F,A7,06,0A, 577
613 DATA 47,05,0A,A7,06,0A,E9,07,1F,A7, 707
614 DATA 06,1F,E9,07,0A,A7,06,0A,E9,07, 710
615 DATA 0A,F7,09,1F,E9,07,1F,F7,09,0A, 834
616 DATA E9,07,0A,F7,09,0A,DA,0B,1F,ED, 1013
617 DATA 05,1F,E9,07,0A,ED,05,0A,E9,07, 778
618 DATA 0A,F7,09,1F,00,00,1F,A7,06,0A, 511
619 DATA 47,05,0A,A7,06,0A,E9,07,1F,A7, 707
620 DATA 06,1F,E9,07,0A,A7,06,0A,E9,07, 710
621 DATA 0A,F7,09,1F,E9,07,1F,F7,09,0A, 834
622 DATA E9,07,0A,F7,09,0A,DA,0B,1F,ED, 1013
623 DATA 05,1F,E9,07,0A,ED,05,0A,E9,07, 778
624 DATA 0A,F7,09,1F,00,00,1F,ED,05,0A, 580
625 DATA A7,06,0A,47,05,0A,A7,06,0A,E9, 685
626 DATA 07,30,ED,05,0A,A7,06,0A,47,05, 566
627 DATA 0A,A7,06,0A,E9,07,30,ED,05,0A, 733
628 DATA A7,06,0A,47,05,0A,A7,06,0A,E1, 677
629 DATA 08,1F,ED,05,1F,E9,07,0A,ED,05, 804
630 DATA 0A,E9,07,0A,F7,09,1F,00,00,0A, 557
631 DATA ED,05,0A,A7,06,0A,47,05,0A,A7, 688
632 DATA 06,0A,E9,07,30,ED,05,0A,A7,06, 729
633 DATA 0A,47,05,0A,A7,06,0A,E9,07,30, 567
634 DATA ED,05,0A,A7,06,0A,47,05,0A,A7, 688
635 DATA 06,0A,E1,08,1F,ED,05,1F,E9,07, 793
636 DATA 0A,ED,05,0A,E9,07,0A,F7,09,30, 816
637 DATA 02,19,20,20,20,20,20,20,20,20, 283
638 DATA 20,20,20,20,20,20,20,20,20,20, 320
639 DATA 20,20,20,20,20,20,20,20,20,20, 320
640 DATA 20,20,20,02,01,12,12,19,20,20, 224
641 DATA 20,20,20,20,03,0F,0C,19,05,12, 206
642 DATA 10,12,05,13,13,20,06,09,12,05, 147
643 DATA 20,02,15,14,14,0F,0E,20,14,0F, 191
644 DATA 20,03,0F,0E,14,09,0E,15,05,0A, 143
645 DATA 0F,19,13,14,09,03,0B,20,09,0E, 157
646 DATA 20,10,0F,12,14,20,14,17,0F,20, 223
647 DATA 12,05,10,0C,01,19,20,20,07,01, 149
648 DATA 0D,05,20,0F,16,05,12,14,01,12, 149
649 DATA 07,05,14,20,13,03,0F,12,05,20, 156
650 DATA 20,20,20,80,2E,40,2E,C0,2B,C0, 807
651 DATA 2A,2B,C0,2A,00,00,00,00,00,00, 319

READY.
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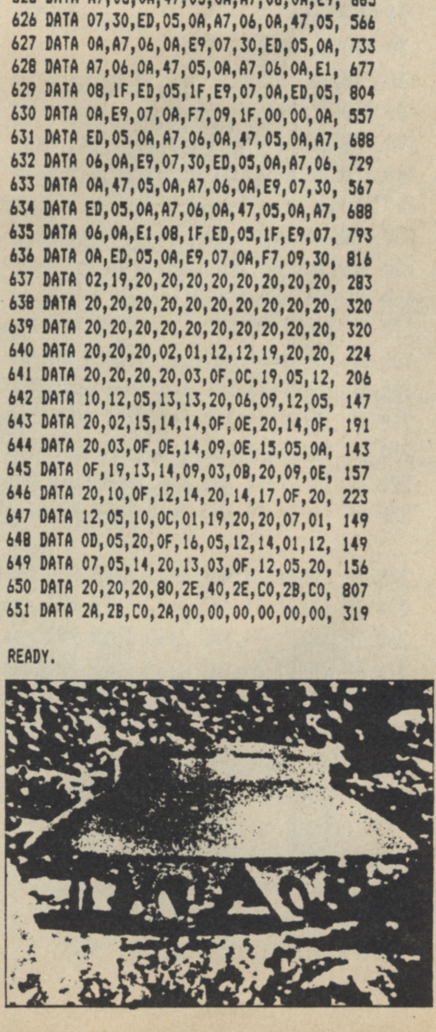


DUNGEON QUEST

by Andrew Dyer

The Icons

Move North, South, East and West

F Fight the dungeons monsters

T Take an object (you can only carry three)

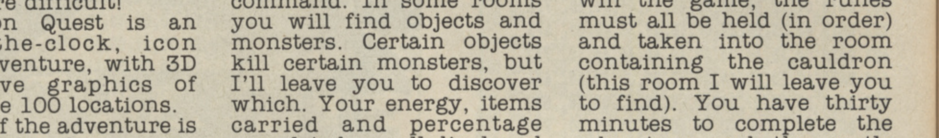
D Drop and object

R Rest to regain your strength

E East restores your energy without wasting valuable time

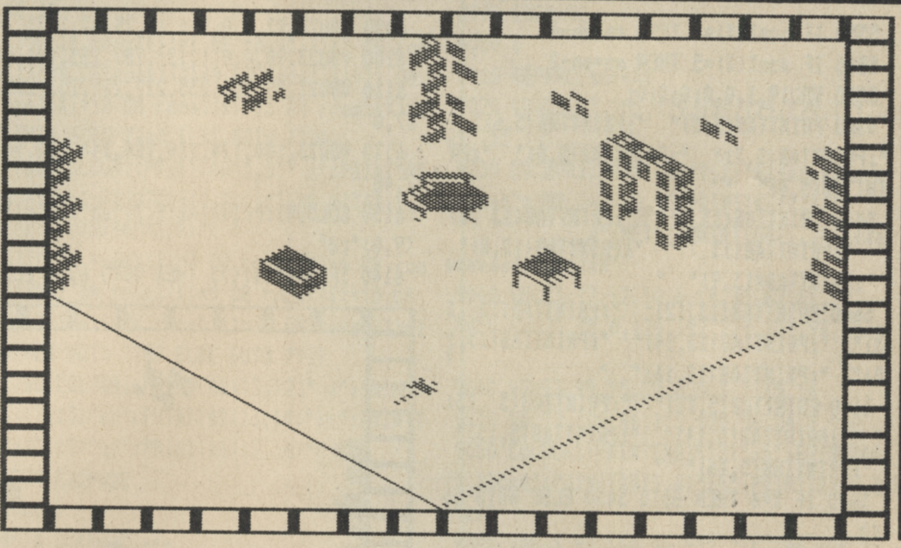
By the screen dumps of this program, you may be forgiven for thinking that this was something that we lifted off Ultimate's shelves one dark night, but, we'd never print anything that crude, no this game is much more difficult!

Dungeon Quest is an against-the-clock, icon driven adventure, with 3D perspective graphics of each of the 100 locations. The idea of the adventure is to collect the three magic runes which look suspiciously like the authors initials A,C, and D. During the game, several play options are open to you. These are Move, (north, South east and west), Take, Drop, Fight, Rest and Eat. To execute a command move the on-screen pointer (using keys Z and X), to the appropriate symbol and then press 'RETURN' to carry out the command. In some rooms you will find objects and monsters. Certain objects kill certain monsters, but I'll leave you to discover which. Your energy, items carried and percentage completed are all displayed at the bottom of the screen. If you leave a room without having killed the monster it contains, or you attack a monster with the wrong weapon, energy will be lost. This can be regained in two ways. The first is to find and eat an apple, and the second is to rest. However, resting can only take place in a room containing a chair, and drastically shortens the time limit. To win the game, the runes must all be held (in order) and taken into the room containing the cauldron (this room I will leave you to find). You have thirty minutes to complete the adventure and the castle contains 100 rooms. Finally, I advise you to make a map of the castle as you progress, it can leave you very disorientated.



```
  10 MODE5
  11 VDU23,1,0;0;0;0;
  20 PROCvars
  30 PROCsetup
  40 TIME=0
  50 PROCscrset
 100 PROCdoors
 110 PROCdecor
 120 PROCitem
 130 PROCmonster
 150 VDU19,1,col%(X),0;0;0;0;
 160 COLOUR7:PRINTTAB(I-1,23)" 1 "
 170 IF INKEY-98 AND I>=7 THEN I=I-1
 180 IF INKEY-67 AND I<=13 THEN I=I+1
 190 IF INKEY-74 AND I=6 THEN GOTO5500
 200 IF INKEY-74 AND I=7 THEN GOTO5500
 210 IF INKEY-74 AND I=8 THEN GOTO5500
 220 IF INKEY-74 AND I=9 THEN GOTO5500
 230 IF INKEY-74 AND I=10 THEN PROCfigh
t
 240 IF INKEY-74 AND I=11 THEN PROCtake
 250 IF INKEY-74 AND I=12 THEN PROCdrop
 260 IF INKEY-74 AND I=13 THEN PROCrest
 270 IF INKEY-74 AND I=14 THEN PROCeat
 300 PRINTTAB(2,27)"ITEMS:";CHR$(I1+109
);CHR$(I2+109);CHR$(I3+109)
 310 PRINTTAB(2,29)"TIME:";min1;min;":"
;sec;INT(TIME/100);" ":PRINTTAB(12,29)"
"
 320 IF INT(TIME/100)>=10 GOTO 1000
 330 IF sec>=6 THEN GOTO 1010
 340 IF min>=10 THEN GOTO 1020
 350 PRINTTAB(2,25)"ENERGY:";en;" "
 360 PRINTTAB(14,29)"%:";per%
 370 IF I1=7 AND I2=8 AND I3=9 AND X=86
THEN GOTO 2000
 380 IF min1>=3 THEN GOTO 2500
 390 IF en<=0 THEN GOTO2700
 999 GOTO 160
1000 LET sec=sec+1:TIME=0:GOTO320
1010 LET min=min+1:LET sec=0:GOTO 330
1020 LET min1=min1+1:LET min=0:GOTO 340
2000 :
2020 FORZ=2 TO 19
2030 COLOUR135:PRINTTAB(2,Z)"
                "
2040 NEXTZ
2050 FOR Z=1 TO 100
2060 VDU19,3,RND(7),0;0;0;0;
2070 SOUND1,3,Z,1
2080 NEXTZ
2090 VDU19,3,0,0;0;0;0;
2100 VDU19,1,1,0;0;0;0;
2110 COLOUR1:PRINTTAB(6,8)"VICTORY":PRI
NTTAB(6,10)"  IS":PRINTTAB(6,12)" YOURS"
2120 PRINTTAB(6,15)" t.u.v"
2130 RESTORE9900
```

```
 2140 FORZ=1 TO 77
 2150 READA
 2160 READB
 2170 SOUND1,-15,A,B
 2180 VDU19,1,RND(7),0;0;0;0;
 2190 NEXTZ
 2200 VDU19,1,1,0;0;0;0;
 2210 FORZ=2 TO 19
 2220 PRINTTAB(2,Z)"                  "
 2230 NEXTZ
 2240 PRINTTAB(6,6)" SPACE"
 2250 PRINTTAB(6,8)"  TO"
 2260 PRINTTAB(6,10)" START"
 2270 PRINTTAB(6,12)" AGAIN"
 2300 IF INKEY-99 THEN RUN ELSE 2300
 2499 END
 2500 :
 2510 ENVELOPE4,1,32,0,-58,20,0,20,0,0,0
,0,0,0
 2520 FOR Z=1 TO 20
 2530 SOUND1,4,99,10
 2540 VDU19,1,RND(7),0;0;0;0;:VDU19,2,RN
D(7),0;0;0;0;
 2550 NEXTZ
 2560 VDU19,1,1,0;0;0;0;:VDU19,2,2,0;0;0
;0;
 2570 CLS
 2580 COLOUR1:PRINTTAB(0,10)"YOUR QUEST
IS OVER.."
 2590 PRINTTAB(0,14)" YOUR TIME RAN OUT.
."
 2600 PRINTTAB(0,18)"SPACE TO PLAY AGAIN
!"
 2690 IF INKEY-99 THEN RUN ELSE 2690
 2700 :
 2710 ENVELOPE5,1,-15,23,-2,10,5,10,0,0,
0,0,0,0
 2720 SOUND1,3,99,20:FORZ=100 TO 1 STEP-
5
 2730 SOUND1,5,Z,5
 2740 VDU19,1,RND(7),0;0;0;0;:VDU19,2,RN
D(7),0;0;0;0;
 2750 NEXTZ
 2760 VDU19,1,1,0;0;0;0;:VDU19,2,2,0;0;0
;0;
 2770 CLS
 2780 COLOUR1:PRINTTAB(0,10)"YOUR QUEST
IS OVER.."
 2790 PRINTTAB(0,14)" YOUR ENERGY IS 0..
."
 2800 PRINTTAB(0,18)"SPACE TO PLAY AGAIN
!"
 2890 IF INKEY-99 THEN RUN ELSE 2890
 3000 :
 3010 DEFPROCfight
 3020 IF mon%(X)=0 THEN ENDPROC
 3030 ENVELOPE3,1,-1,-1,-1,40,40,40,0,0,
0,0,0,0
 3040 IF I1=mon%(X) THEN 3100
 3050 SOUND1,3,500,20
 3060 LET en=en-(10+mon%(X)*5)
```



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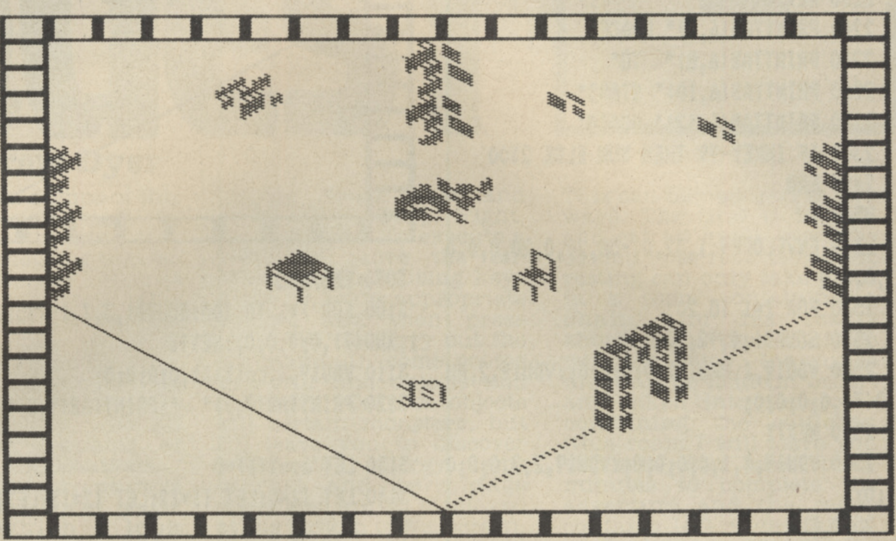
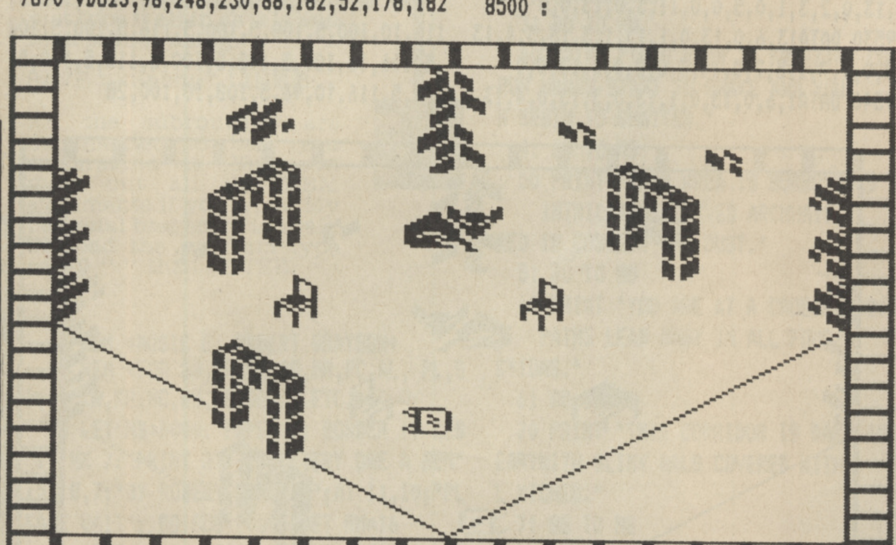
 3090 ENDPROC
 3100 FOR Z=1 TO 100:SOUND1,3,Z,1:VDU19,
1,RND(7),0;0;0;0;:NEXTZ
 3110 VDU19,1,col%(X),0;0;0;0;
 3120 PRINTTAB(9,7)"  ":PRINTTAB(9,8)"
"
 3130 LET mon%(X)=0
 3140 LET I1=0:LET I1=I2:LET I2=I3:LETI3
=0
 3499 ENDPROC
 3500 :
 3510 DEFPROCeat
 3520 ENVELOPE1,129,-15,-8,-3,10,10,10,1
26,0,0,-126,126,126
 3530 SOUND&11,1,255,5
 3540 COLOUR0:IF item%(X)=7 OR item%(X)=
8 OR item%(X)=9 THEN ENDPROC ELSE PRINTT
AB(9,15)" "
 3550 IF item%(X)=0 THEN ENDPROC
 3560 IF item%(X)=1 THEN en=en-2
 3570 IF item%(X)=2 THEN en=en-4
 3580 IF item%(X)=3 THEN en=en-1
 3590 IF item%(X)=4 THEN en=en-6
 3600 IF item%(X)=5 THEN en=en-10
 3610 IF item%(X)=6 THEN en=en+5
 3620 IF en>=99 THEN en=99
 3630 LET item%(X)=0
 3999 ENDPROC
 4000 :
 4010 DEFPROCrest
 4020 IF dec%(X)=2 OR dec1%(X)=2 THEN SO
UND1,-15,00,1 ELSE ENDPROC
 4030 SOUND1,-15,20,1
 4040 SOUND1,-15,40,1
 4050 SOUND1,-15,60,1
 4060 LET en=en+10
 4070  min1=min1+1
 4080 IF en>=99 THEN en=99
 4499 ENDPROC
 4500  :
 4510 DEFPROCdrop
 4520 SOUND1,-15,90,1
 4530 IF I3=0 AND I2=0 AND I1=0 THEN END
PROC
 4535 IF item%(X)<>0 THEN ENDPROC
 4540 IF I3=0 THEN GOTO 4560
 4550 LET item%(X)=I3:LET I3=0:PRINTTAB(
9,15)CHR$(item%(X)+109):ENDPROC
 4560 IF I2=0 THEN GOTO 4580
 4570 LET item%(X)=I2:LET I2=0:PRINTTAB(
9,15)CHR$(item%(X)+109):ENDPROC
 4580 IF I1=0 ENDPROC ELSE LET item%(X)=
I1:LET I1=0:COLOUR1:PRINTTAB(9,15)CHR$(i
tem%(X)+109)
 4590 COLOUR7
 4999 ENDPROC
 5000 :
 5010 DEFPROCtake
 5020 SOUND1,-15,90,1
 5030 IF item%(X)=0 THEN ENDPROC
 5035IFI1<>0 AND I2<>0 AND I3<>0 THEN EN
DPROC
 5040 PRINTTAB(9,15)" "
 5050 IF I1<>0 THEN GOTO 5070
 5060 LET I1=item%(X):LETitem%(X)=0:ENDP
ROC
 5070 IF I2<>0 THEN GOTO 5090
 5080 LET I2=item%(X):LETitem%(X)=0:ENDP
ROC
 5090 IF I3<>0 THEN ENDPROC ELSE LETI3=i
tem%(X):LETitem%(X)=0
 5499 ENDPROC
 5500 :
 5510 IF m%(X)=0 THEN LET per%=per%+1:LE
T m%(X)=1
 5520 IF mon%(X)=1 THEN en=en-10
 5530 IF mon%(X)=2 THEN en=en-8
 5540 IF mon%(X)=3 THEN en=en-5
 5550 IF mon%(X)=4 THEN en=en-4
 5560 IF mon%(X)=5 THEN en=en-2
 5570 VDU19,1,0,0;0;0;
 5580 PRINTTAB(5,5)"  ":PRINTTAB(5,6)"
 ":PRINTTAB(5,7)"  ":PRINTTAB(5,8)"  ":PR
INTTAB(5,9)"  "
 5590 PRINTTAB(13,5)"  ":PRINTTAB(13 ,6)
"  ":PRINTTAB(13,7)"  ":PRINTTAB(13,8)"
 ":PRINTTAB(13,9)"  "
 5600 PRINTTAB(13,12)"  ":PRINTTAB(13 ,1
3)"  ":PRINTTAB(13,14)"  ":PRINTTAB(13,1
5)"  ":PRINTTAB(13,16)"  "
 5610 PRINTTAB(5,12)"  ":PRINTTAB(5 ,13)
"  ":PRINTTAB(5,14)"  ":PRINTTAB(5,15)"
 ":PRINTTAB(5,16)"  "
 5620 IF I=6 THEN GOTO 5630 ELSE GOTO 56
40
 5630 IF room%(X)=1 OR room%(X)=5 OR roo
m%(X)=8 OR room%(X)=9 OR room%(X)=11 OR
room%(X)=12 OR room%(X)=13 OR room%(X)=1
5 THEN X=X-10:GOTO50
 5640 IF I=7 THEN GOTO 5650 ELSE GOTO 56
60
 5650 IF room%(X)=2 OR room%(X)=5 OR roo
m%(X)=6 OR room%(X)=9 OR room%(X)=10 OR
room%(X)=12 OR room%(X)=14 OR room%(X)=1
5 THEN X=X+1:GOTO50
 5660 IF I=8 THEN GOTO 5670 ELSE GOTO 56
80
 5670 IF room%(X)=3 OR room%(X)=6 OR roo
m%(X)=7 OR room%(X)=9 OR room%(X)=10 OR
room%(X)=11 OR room%(X)=13 OR room%(X)=1
5 THEN X=X+10:GOTO50
 5680 IF I=9 THEN GOTO 5690 ELSE GOTO50
 5690 IF room%(X)=4 OR room%(X)=7 OR roo
m%(X)=8 OR room%(X)=10 OR room%(X)=11 OR
 room%(X)=12 OR room%(X)=14 OR room%(X)=
15 THEN X=X-1:GOTO50
 5999 GOTO 50
 6000 :
 6010 DEFPROCmonster
 6020 IF mon%(X)<>1 THEN GOTO 6080 ELSE
GOTO 6030
 6030 VDU23,97,8,12,15,15,45,119,118,123
 6040 VDU23,98,16,48,240,240,180,238,110
,222
 6050 VDU23,99,124,127,63,63,63,31,27,26
 6060 VDU23,100,62,254,252,252,252,248,2
16,88
 6070 COLOUR1:PRINTTAB(9,7)"ab":PRINTTAB
(9,8)"cd"
 6080 IF mon%(X)<>2 THEN GOTO 6140 ELSE
GOTO 6090
```



```
 6090 VDU23,97,0,0,1,1,13,29,62,127
 6100 VDU23,98,0,0,1,131,187,255,186,84
 6110 VDU23,99,255,255,227,221,251,252,1
27,0
 6120 VDU23,100,124,184,184,144,192,96,3
2,48
 6130 COLOUR1:PRINTTAB(9,7)"ab":PRINTTAB
(9,8)"cd"
 6140 IF mon%(X)<>3 THEN GOTO 6200 ELSE
GOTO 6150
 6150 VDU23,97,0,1,3,7,7,14,31,127
 6160 VDU23,98,0,224,240,248,252,76,108,
254
 6170 VDU23,99,255,255,255,127,63,31,30,
12
 6180 VDU23,100,255,255,255,255,254,240,
240,96
 6190 COLOUR1:PRINTTAB(9,7)"ab":PRINTTAB
(9,8)"cd"
 6200 IF mon%(X)<>4 THEN GOTO 6260 ELSE
GOTO 6210
 6210 VDU23,97,0,1,3,7,7,4,4,4
 6220 VDU23,98,248,244,238,223,227,247,1
55,159
 6230 VDU23,99,13,15,31,23,24,31,31,15
 6240 VDU23,100,159,191,255,254,48,224,1
92,192
 6250 COLOUR1:PRINTTAB(9,7)"ab":PRINTTAB
(9,8)"cd"
 6260 IF mon%(X)<>5 THEN GOTO6360 ELSE G
OTO 6270
 6270 VDU23,97,0,56,120,96,120,48,94,97
 6280 VDU23,98,8,24,60,15,22,36,64,128
 6290 VDU23,99,95,72,112,120,124,204,152
,156
 6300 COLOUR1:PRINTTAB(9,7)"ab":PRINTTAB
(9,8)"c "
 6360 IF mon%(X)<>6 THEN ENDPROC ELSE GO
TO 6370
 6370 VDU23,97,0,15,31,8,15,27,55,111
 6380 VDU23,98,0,240,248,16,240,248,252,
254
 6390 VDU23,99,95,95,111,55,31,8,8,16
 6400 VDU23,100,254,254,254,252,248,16,1
6,8
 6410 COLOUR1:PRINTTAB(9,7)"ab":PRINTTAB
(9,8)"cd"
 6499 ENDPROC
 6500 :
 6510 DEFPROCitem
 6520 COLOUR1
 6530 PRINTTAB(9,15)CHR$(item%(X)+109)
 6999 ENDPROC
 7000 :
 7010 DEFPROCdecor
 7020VDU23,97,0,1,3,7,15,31,23,27
 7030 VDU23,98,128,192,224,240,248,252,2
44,236
 7040 VDU23,99,21,18,17,16,0,0,0,0
 7050 VDU23,100,212,164,68,132,128,128,1
28,128
 7060 IF dec%(X)<>1 THEN GOTO 7070 ELSE
PRINTTAB(6,10)"ab":PRINTTAB(6,11)"cd"
 7070 IF dec1%(X)<>1 THEN GOTO 7080 ELSE
 PRINTTAB(11,10)"ab":PRINTTAB(11,11)"cd"
 7080 VDU23,97,2,3,2,2,2,2,7,15
 7090 VDU23,98,0,0,128,64,64,64,64,192
 7100 VDU23,99,23,26,21,18,18,2,2,2
 7110 VDU23,100,64,192,64,64,64,0,0,0
 7120 IF dec%(X)<>2 THEN GOTO 7130 ELSE
PRINTTAB(6,10)"ab":PRINTTAB(6,11)"cd"
 7130 IF dec1%(X)<>2 THEN GOTO 7140 ELSE
 PRINTTAB(11,10}"ab":PRINTTAB(11,11)"cd"
 7140 VDU23,97,2,7,15,31,63,47,55,59
 7150 VDU23,98,0,0,128,192,224,240,248,2
32
 7160 VDU23,99,61,62,31,15,7,3,1,0
 7170 VDU23,100,216,184,120,248,240,224,
192,128
 7180 IF dec%(X)<>3 THEN GOTO 7190 ELSE
PRINTTAB(6,10)"ab":PRINTTAB(6,11)"cd"
 7190 IF dec1%(X)<>3 THEN ENDPROC ELSE P
RINTTAB(11,10)"ab":PRINTTAB(11,11)"cd"
 7499 ENDPROC
```

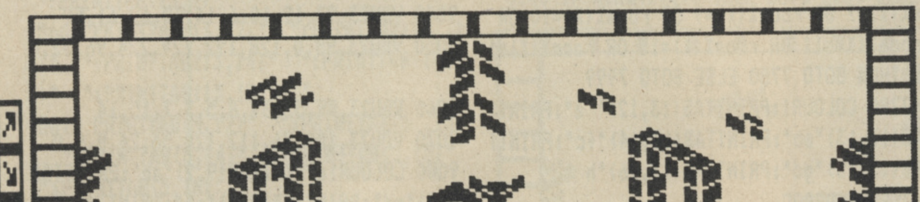


```
 7500 :
 7510 DEFPROCdoors
 7520 VDU23,97,0,0,0,0,8,28,58,87
 7530 VDU23,98,111,103,106,109,44,77,109
,101
 7540 VDU23,99,105,109,42,70,110,110,110
,108
 7550 VDU23,100,42,70,110,110,110,108,40
,0
 7560 VDU23,101,128,64,224,240,232,92,19
0,157
 7570 VDU23,102,171,183,183,55,54,21,35,
55
 7580 VDU23,103,55,55,54,21,35,55,55,55
 7590 VDU23,104,54,21,35,55,55,55,54,20
 7600 IF room%(X)=4 OR room%(X)=7 OR roo
m%(X)=8 OR room%(X)=10 OR room%(X)=11 OR
 room%(X)=12 OR room%(X)=14 OR room%(X)=
15 THEN GOTO 7610 ELSE GOTO 7620
 7610 COLOUR1:PRINTTAB(5,12)"a":PRINTTAB
(5,13)"be":PRINTTAB(5,14)"cf":PRINTTAB(5
,15)"dg":PRINTTAB(5,16)" h"
 7620 IF room%(X)=2 OR room%(X)=5 OR roo
m%(X)=6 OR room%(X)=9 OR room%(X)=10 OR
room%(X)=12 OR room%(X)=14 OR room%(X)=1
5 THEN GOTO 7650 ELSE GOTO 7660
 7650 COLOUR1:PRINTTAB(13,5)"a":PRINTTAB
(13,6)"be":PRINTTAB(13,7)"cf":PRINTTAB(1
3,8)"dg":PRINTTAB(13,9)" h"
 7660 VDU23,97,0,0,0,0,16,56,92,234
 7670 VDU23,98,246,230,86,182,52,178,182
,166
 7680 VDU23,99,150,182,84,98,118,118,118
,54
 7690 VDU23,100,84,98,118,118,118,54,20,
0
 7700 VDU23,101,1,2,7,15,23,58,125,185
 7710 VDU23,102,213,237,237,236,108,168,
196,236
 7720 VDU23,103,236,236,108,168,196,236,
236,236
 7730 VDU23,104,108,168,196,236,236,236,
108,40
 7750 IF room%(X)=1 OR room%(X)=5 OR roo
m%(X)=8 OR room%(X)=9 OR room%(X)=11 OR
room%(X)=12 OR room%(X)=13 OR room%(X)=1
5 THEN GOTO 7760 ELSE GOTO 7770
 7760 COLOUR1:PRINTTAB(5,5)" a":PRINTTAB
(5,6)"eb":PRINTTAB(5,7)"fc":PRINTTAB(5,8
)"gd":PRINTTAB(5,9)"h "
 7770 IF room%(X)=3 OR room%(X)=6 OR roo
m%(X)=7 OR room%(X)=9 OR room%(X)=10 OR
room%(X)=11 OR room%(X)=13 OR room%(X)=1
5 THEN GOTO 7780 ELSE GOTO 7999
 7780 COLOUR1:PRINTTAB(13,12)" a":PRINTT
AB(13,13)"eb":PRINTTAB(13,14)"fc":PRINTT
AB(13,15)"gd":PRINTTAB(13,16)"h "
 7999 ENDPROC
 8000 :
 8010 DEFPROCvars
 8020 LET X=78
 8030 VDU19,1,0,0;0;0;
 8040 LETI=6
 8050 LETI1=0
 8060 LETI2=0
 8070 LETI3=0
 8080 LET sec=0
 8090 LET min=0
 8100 LET min1=0
 8110 LET en=99
 8120 LET per%=0
 8499 ENDPROC
 8500 :
 8510 DEFPROCsetup
 8520 DIMcol%(100):DIMdec%(100):DIMdec1%
(100):DIMroom%(100):DIMitem%(100):DIMmon
%(100):DIMm%(100)
 8530 RESTORE9510
 8540 FORZ=1 TO 100
 8550 READA:LET room%(Z)=A:READB:LET ite
m%(Z)=B:READC:LET mon%(Z)=C
 8560 LET col%(Z)=RND(7):LET dec%(Z)=RND
(3):LET dec1%(Z)=RND(3):LETm%(Z)=0
 8570 NEXTZ
 8999 ENDPROC
 9000 :
 9010 DEFPROCscrset
 9020 VDU23,97,255,129,129,129,129,129,1
29,255
 9030 COLOUR2:PRINTTAB(1,1)"aaaaaaaaaaaa
aaaaaa":FOR Z=2 TO 19:PRINTTAB(1,Z)"a
                 a":NEXTZ:PRINTTAB(1,20)"aaa
aaaaaaaaaaaaaaa"
 9040 VDU23,97,12,10,6,14,30,62,61,59
 9050 VDU23,98,0,128,192,224,224,96,32,6
4
 9060 VDU23,99,55,39,6,5,3,7,15,14
 9070 VDU23,100,96,112,120,56,24,8,0,0
 9080 COLOUR1:PRINTTAB(9,2)"ab":PRINTTAB
(9,3)"cd":PRINTTAB(9,4)"ab":PRINTTAB(9,5
)"cd"
 9090 VDU23,97,160,96,232,216,184,120,24
0,224
 9100 VDU23,98,192,160,96,224,224,192,12
8,0
 9110 PRINTTAB(2,6)"a":PRINTTAB(2,7)"b":
PRINTTAB(2,8)"a":PRINTTAB(2,9)"b":PRINTT
AB(2,10)"a":PRINTTAB(2,11)"b"
 9120 VDU23,97,5,6,23,27,29,30,47,55
 9130 VDU23,98,49,21,6,7,7,3,1,0
 9140 PRINTTAB(17,6)"a":PRINTTAB(17,7)"b
":PRINTTAB(17,8)"a":PRINTTAB(17,9)"b":PR
INTTAB(17,10)"a":PRINTTAB(17,11)"b"
 9150 VDU23,97,0,0,0,1,3,7,14,29
 9160 VDU23,98,0,0,16,48,112,112,224,192
 9170 VDU23,99,25,21,12,13,9,1,1,1
 9180 VDU23,100,164,108,236,232,224,192,
128,0
 9190 PRINTTAB(5,3)"ab":PRINTTAB(5,4)"cd
"

 9200 VDU23,97,72,108,118,114,52,22,6,2
 9210 PRINTTAB(12,4)"a":PRINTTAB(15,5)"a
"

 9220 GCOL0,1:MOVE128,636:DRAW632,384:DR
AW1140,636
 9230 VDU23,110,60,36,102,66,102,36,36,6
0

 9240 VDU23,111,0,0,0,8,16,160,64,160
 9250 VDU23,112,126,161,105,37,41,101,16
1,126
 9260 VDU23,113,1,6,14,28,184,112,96,144
 9270 VDU23,114,8,26,60,14,20,32,64,128
 9280 VDU23,115,14,8,118,255,253,253,126
,60
 9290 VDU23,116,0,30,14,26,62,98,199,0
 9300 VDU23,117,0,28,50,80,80,50,28,0
 9310 VDU23,118,0,120,36,34,34,36,120,0
```



```
 9320 VDU23,109,0,0,0,0,0,0,0,0
 9330 COLOUR7
 9340 VDU23,97,255,129,185,177,169,133,1
29,255:PRINTTAB(6,22)"a"
 9350 VDU23,97,255,129,157,141,149,161,1
29,255:PRINTTAB(7,22)"a"
 9360 VDU23,97,255,129,161,149,141,157,1
29,255:PRINTTAB(8,22)"a"
 9370 VDU23,97,255,129,133,169,177,185,1
29,255:PRINTTAB(9,22)"a"
 9380 VDU23,97,255,129,189,161,185,161,1
29,255:PRINTTAB(10,22)"a"
 9390 VDU23,97,255,129,189,153,153,153,1
29,255:PRINTTAB(11,22)"a"
 9400 VDU23,97,255,129,185,165,165,185,1
29,255:PRINTTAB(12,22)"a"
 9410 VDU23,97,255,129,169,181,161,161,1
29,255:PRINTTAB(13,22)"a"
 9420 VDU23,97,255,129,189,169,177,189,1
29,255:PRINTTAB(14,22)"a"
 9430 COLOUR7:VDU23,108,24,24,60,60,126,
126,231,231
 9440 PRINTTAB(I-1,23)" 1 "
 9499 ENDPROC
 9500 :
 9510 DATA6,4,0,14,3,0,14,3,0,14,1,0,7,1
,0,6,0,5,14,0,3,7,0,0,6,0,0,7,2,0
 9520 DATA13,4,0,3,9,1,3,0,3,3,0,4,13,0,
0,13,0,2,3,1,0,5,0,0,11,3,0,13,0,0
 9530 DATA13,6,0,13,0,1,13,1,3,13,3,4,13
,0,0,1,7,1,5,2,0,14,5,0,8,0,0,13,0,0
 9540 DATA1,6,0,13,0,1,13,0,3,13,0,4,13,
0,0,2,6,3,14,6,2,14,6,1,14,0,0,11,0,0
 9550 DATA6,0,0,12,0,0,12,0,0,12,0,0,12,
0,0,7,0,0,3,0,3,3,2,1,3,3,2,13,0,0
 9560 DATA13,0,0,2,5,0,14,0,0,7,0,0,6,0,
1,8,0,0,5,1,0,12,3,3,11,0,0,13,1,0
 9570 DATA13,5,0,2,1,0,14,0,0,11,0,0,5,1
,3,14,0,0,14,3,0,10,0,0,8,0,0,13,0,0
 9580 DATA5,6,0,14,2,5,14,0,2,11,0,0,6,3
,2,14,4,3,7,5,4,9,0,0,7,6,3,13,3,0
 9590 DATA6,0,1,14,0,0,7,0,0,13,0,0,13,2
,1,2,0,6,8,0,5,13,2,1,1,3,1,13,0,0
 9600 DATA5,0,5,4,8,0,5,0,0,8,5,0,5,1,5,
14,5,4,14,4,3,12,3,2,14,0,0,8,0,0
 9900 DATA12,5,16,5,20,5,52,9,20,5,52,9,
20,5,52,18,100,5,108,5,112,5,116,5,100,5
,108,5,116,9,96,5,108,9,100,28
 9910 DATA12,5,16,5,20,5,52,9,20,5,52,9,
20,5,52,18,88,5,80,5,76,5,88,5,100,5,116
,10,108,5,100,5,88,5,108,28
 9920 DATA12,5,16,5,20,5,52,9,20,5,52,9,
20,5,52,18,100,5,108,5,112,5,116,5,100,5
,108,5,116,9,96,5,108,9,100,28
 9930 DATA100,5,108,5,116,5,100,5,108,5,
116,10,100,5,108,5,100,5,116,5,100,5,108
,5,116,10,100,5,108,5,100,5,116,5,100,5,
108,5,116,10,96,5,108,10,100,28
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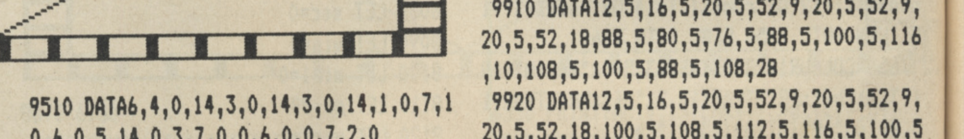
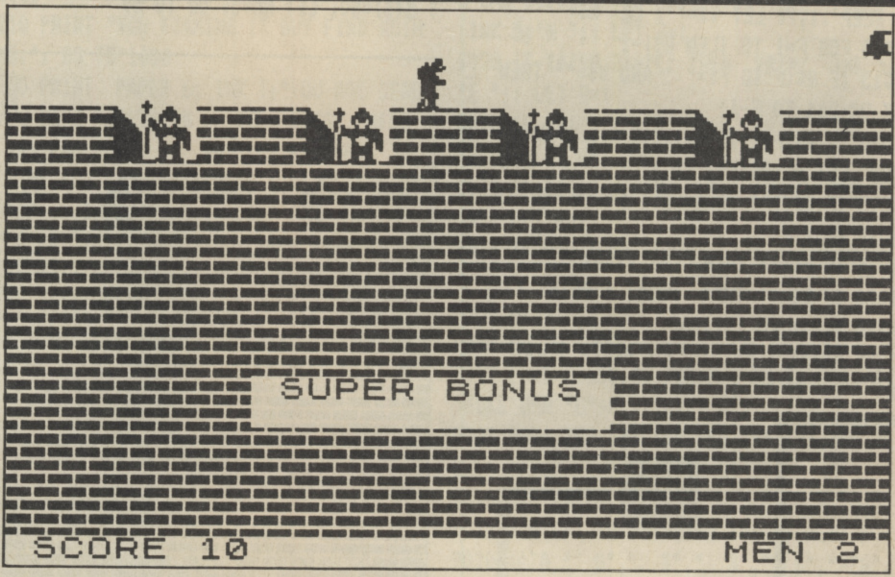


HUNCHY

By Mike Mannion

Oh no, not another version of Hunchback for the Spectrum. Oh yes — but, this is a very good version of the game, and we haven't done a Spectrum Hunch game before. (If anybody has converted the BBC one a couple of months ago, then give us a ring, we are always interested to know).

It features 15 screens and although written entirely in BASIC is still fast. Play is as you would arcade Hunchback as most of the features are there including guards, fireballs, arrows, superbonus and of course the bells!



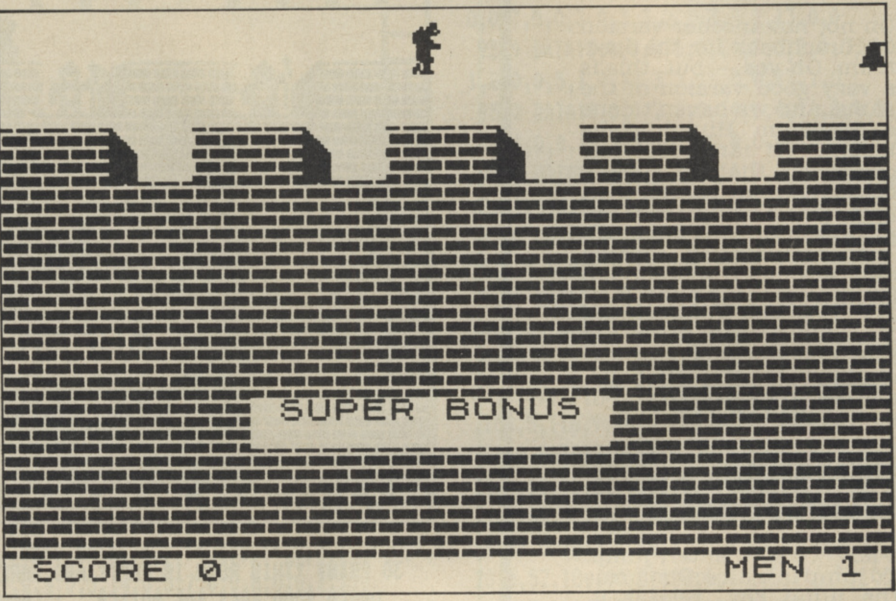
Operating instructions

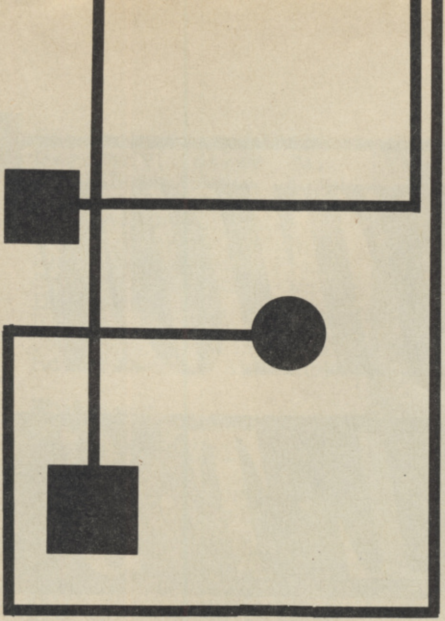
z-left, x-right, enter, jump. To jump in a direction press the jump key, release it, then press the direction key. To enter the program just type it all in as it is and then save it using:

SAVE "hunchy" LINE 5

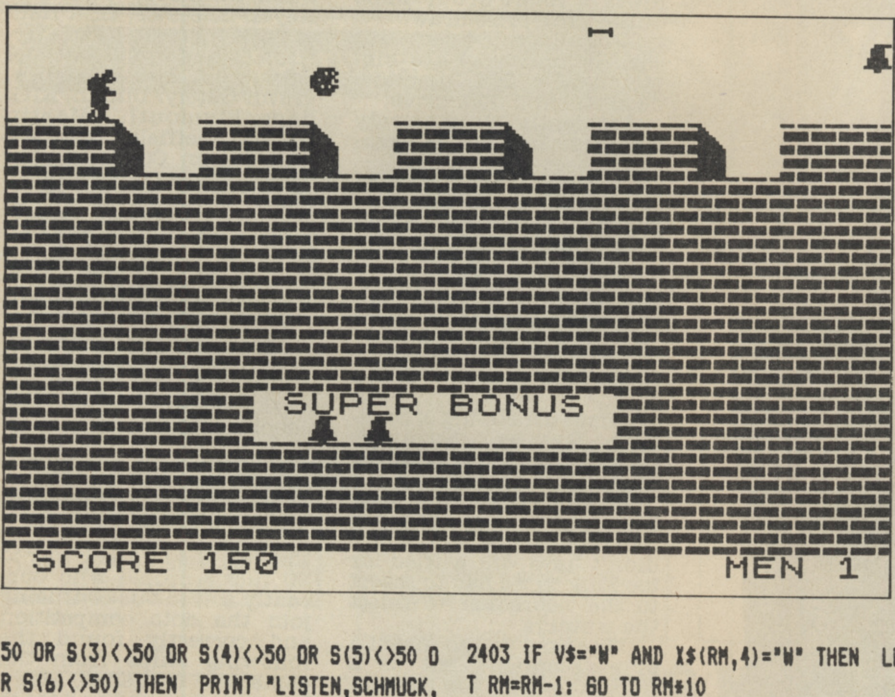
All the subroutines are documented to help you understand it. You can miss out all the REM statements if you wish. My personal best score is 1045. To load the program type LOAD " " then ENTER.

```
  1 REM *MUSIC BY ROBERT GRAYSON*
  2 REM *FOR GB,DC,MS,RG,MR,PC,AL, PL,S
S,JL,KR,KP,MC,NW,EG,DR,CR ETC.*
  5 LET MS=8000: PAPER 1: BORDER 1: CLS
 : INK 7: PRINT AT 6,8;"EVERY ONE A GEM"
;AT 8,7;"BY ROBERT BURGESS";AT 11,10;"PL
EASE WAIT": GO SUB 9000: LET RM=16
  6 BEEP .2,0: BEEP .2,2: BEEP .2,4: BE
EP .2,5: BEEP .2,7: BEEP .2,4: BEEP .45,
0: BEEP .2,2: BEEP .2,4: BEEP .45,2: BEE
P .2,4: BEEP .2,2: BEEP .325,0
  8 PAUSE 15: CLS : GO TO RM*10
  10 PRINT "YOU ARE AT THE EXIT.DROP ALL
 HEGEMS HERE AND YOU CAN ESCAPE."
  11 GO TO MS
  20 PRINT "IN THIS EERIE ROOM THERE IS
A  SINGLE FADED PURE WOOL RUG,    ELOQ
UENTLY EMBROIDED WITH        INTRICATE DE
SIGNS."
  21 GO TO MS
  30 PRINT "THIS ROOM IS EMPTY AND BARE.
   UNDER YOUR FEET ARE ROTTEN,     MOUL
DY FLOORBOARDS."
  31 GO TO MS
  40 PRINT "THIS ROOM IS FREEZING COLD.Y
OUR HANDS START TO SHAKE AND YOU    TEET
H BEGIN TO CHATTER."
  41 GO TO MS
  50 PRINT "THIS AREA IS SURROUNDED BY
   INTRICATELY CARVED ARCHWAYS,    COVE
RED IN COBWEBS AND DUST."
  51 GO TO MS
  60 PRINT "YOU ARE AT A CROSSROADS.DARK
   PATHS LEAD AWAY IN ALL FOUR     DIRE
CTIONS."
  61 GO TO MS
  70 PRINT "THIS CORRIDOR IS DANK AND DR
EARYWITH SLIMY WALS COVERED WITH    SMAL
L NICHES."
  71 GO TO MS
  80 PRINT "YOU CAN FEEL COLD AIR BLOWIN
G   FROM THE NORTH,AND HIGH ABOVE   YOU
IN THE NORTH WALL IS THE    BROKEN WINDO
W."
  81 GO TO MS
  90 PRINT "A STRANGE GAS PERMEATES THE
ROOMAND FLOWS DELICATELY AROUND IT. IN F
RONT OF YOU THERE IS A GEM  PLINTH."
  91 GO TO MS
 100 PRINT "STRANGE NOISES ECHO AROUND Y
OU  AS YOU WALK THROUGH THIS        CORR
IDOR,ON YOUR QUEST TO ESCAPEFROM THE DUN
GEON."
 101 GO TO MS
 110 PRINT "IN THE CENTRE OF THIS EMPTY,
   MYSTERIOUS CHAMBER IS A PATCH OFSOFT
GROUND."
 111 GO TO MS
 120 PRINT "YOU ARE PRECARIOUSLY SITUATE
D   ON THE WALL OF THE CELL."
 121 GO TO MS
 130 IF F(2)=0 THEN  PRINT "AS YOU ENTER
 THIS ROOM,DARKNESS ENSHROUDS AND IN YOU
R HASTE TO  LEAVE YOU FALL AND BREAK YOU
R   NECK.": GO TO 2300
 132 PRINT "YOUR LIGHTED CANDLE SENDS OU
T A RAY OF LIGHT IN THIS DARENED   ROOM.
"
 135 GO TO MS
 140 PRINT "YOU ARE STANDING AT A T-JUNC
TIONWITH ENTRANCES TO CHAMBERS ON   EITH
ER SIDE OF YOU."
 141 GO TO MS
 150 PRINT "BETWEEN YOU AND THE GEM PLIN
TH  IN THIS ROOM IS A LARGE POOL OF ACID
,WHICH HISSES AND FIZZES    WITH FRIGHTE
NING FREQUENCY."
 151 GO TO MS
 160 PRINT "YOU ARE IN A DREARY CELL.THE
    FLOOR IS SOLID CONCRETE,AND MOSSGROW
S ON BOTH IT AND THE WALL.  THERE IS A S
MALL WINDOW SET HIGHUP THE WALL,HIGHER T
HAN YOU CAN REACH."
 161 GO TO MS
1000 PAPER 1: INK 7: POKE 23609,10: POKE
 23617,CODE "VAL ": INPUT (">"); LINE Q$
: BEEP .1,7: LET V$="": LET N$=""
1010 FOR F=1 TO (LEN Q$)-1
1015 IF Q$(F TO F)=" " AND V$="" THEN  L
ET V$=Q$( TO F-1)
1020 IF Q$(F+1 TO F+1)<>" " AND V$<>"" T
HEN  LET N$=Q$(F+1 TO )
1025 IF N$<>"" THEN  LET F=LEN (Q$)-1
1030 NEXT F
1035 IF N$="" THEN  LET V$=Q$
1050 IF N$="" THEN  PRINT : PRINT ">"; P
APER 2;V$: GO TO 1060
1055 PRINT : PRINT ">"; PAPER 2;V$;" ";N
$
1060 IF LEN V$>3 THEN  LET V$=V$( TO 3)
1065 IF LEN N$>3 THEN  LET N$=N$( TO 3)
1080 LET V=0: FOR F=1 TO 25: IF V$=W$(F)
 THEN  LET V=F
1085 NEXT F
1090 IF V=0 AND V$<>"N" AND V$<>"E" AND
V$<>"S" AND V$<>"W" THEN  PRINT "SORRY,I
 DONT UNDERSTAND YOU": GO TO 1000
1100 IF V=1 OR V=2 THEN  GO TO 2000
1105 IF V=15 THEN  GO TO 2100
1110 IF V=20 OR V=21 THEN  GO TO 2200
1115 IF V$="N" OR V$="E" OR V$="S" OR V$
="W" THEN  GO TO 2400
1120 IF V=24 OR V=25 THEN  GO TO 2500
1125 IF V=22 THEN  GO TO RM*10
1130 IF V=23 THEN  GO TO 2300
1135 IF V=19 THEN  LET GE=0: PRINT "GEMS
=";GE+(S(1)=50)+(S(2)=50)+(S(3)=50)+(S(4
)=50)+(S(5)=50)+(S(6)=50);"/6": GO TO 10
00
1140 IF V=17 OR V=18 THEN  PRINT "NOT LI
KELY": GO TO 1000
1145 IF V=16 AND N$="MAG" THEN  PRINT "B
Y THE SAME AUTHOR-            TEMPLE TE
RROR FROM ATLANTIS     SOFTWARE-ONLY £1.
99": GO TO 1000
1150 IF V=14 AND RM=9 AND S(3)=9 THEN  P
RINT "YOU CRAWL ALONG THE FLOOR,TAKE  TH
E GEM,THEN CRAWL OUT OF THE   ROOM.": LE
T S(3)=50: LET RM=5: GO TO 50
1155 IF (V=12 OR V=13) AND S(8)=50 AND S
(9)=50 AND F(2)=0 THEN  PRINT "YOU STRIK
E THE MATCH AND LIGHT  THE CANDLE.": LET
 F(2)=1: LET S(9)=0: GO TO 1000
1160 IF (V=12 OR V=13) AND (S(8)<>50 OR
S(9)<>50 OR F(2)=1) THEN  PRINT "YOU CAN
'T...YET": GO TO 1000
1165 IF (V=9 OR V=10 OR V=11) AND RM=2 A
ND S(1)=0 THEN  PRINT "YOU MOVE THE RUG
TO ONE SIDE ANDFIND A GEM UNDERNEATH !":
 LET S(1)=50: GO TO 1000
1170 IF V=8 AND F(1)=0 AND S(7)=50 THEN
 PRINT "YOU PUT ON THE FUR COAT.": LET F
(1)=1: GO TO 1000
1175 IF V=7 AND RM=11 AND S(4)=0 THEN  P
RINT "YOU DISCOVER A GEM !": LET S(4)=50
: GO TO 1000
1180 IF V=7 AND RM=11 AND S(4)<>0 THEN
PRINT "YOU DISCOVER NOTHING MORE.": GO T
O 1000
1185 IF (V=5 OR V=6) AND N$="WIN" AND RM
=12 THEN  PRINT "YOU SMASH THE WINDOW AN
D JUMP   THROUGH IT TO THE GROUND.": LET
 RM=8: GO TO 80
1190 IF (V=3 OR V=4) AND RM=16 THEN  LET
 RM=12: GO TO 120
1199 PRINT "SORRY,I DON'T UNDERSTAND YOU
": GO TO 1000
1999 STOP
2000 IF N$="GEM" AND RM=15 THEN  PRINT "
YOU TRY TO JUMP THE ACID BUT    WHOOPS,Y
OU FALL N.": GO TO 2300
2001 IF N$="GEM" AND RM=4 AND F(1)=0 THE
N  PRINT "BEFORE YOU CAN REACH THE GEM,
  YOUR WHOLE BODY FREEZES DUE TO  THE IN
TENSE COLD.": GO TO 2300
2002 IF N$="GEM" AND RM=9 THEN  PRINT "T
HE GAS STARTS BURNING YOUR     LUNGS AND
 YOU COLLAPSE ON THE   FLOOR.": GO TO 23
00
2004 LET V=0: FOR F=1 TO 12: IF N$=O$(F)
 AND S(F)=RM THEN  PRINT "YOU PICK IT UP
": LET S(F)=50: LET V=1
2005 NEXT F
2010 IF V=0 THEN  PRINT "YOU CANT TAKE T
HAT"
```





```
2015 GO TO 1000
2100 IF N$="GEM" AND S(1)=50 AND S(2)=50
 AND S(3)=50 AND S(4)=50 AND S(5)=50 AND
 S(6)=50 THEN  PRINT "YOU'VE DONE IT !
             HIP,HIP HOORAY
      THREE CHEERS                     PR
ESS A KEY TO PLAY AGAIN": BEEP .75,0: BE
EP .25,2: BEEP .5,4: BEEP .5,2: BEEP .5,
5: BEEP .5,4: BEEP .25,2: BEEP .25,-1: B
EEP .5,0: PAUSE 0: RUN
2105 IF N$="GEM" AND (S(1)<>50 OR S(2)<>
50 OR S(3)<>50 OR S(4)<>50 OR S(5)<>50 O
R S(6)<>50) THEN  PRINT "LISTEN,SCHMUCK,
YOU HAVN'T GOT   ALL SIX GEMS !": GO TO
1000
2110 IF N$="FLO" AND RM=15 AND S(10)=50
AND S(6)<>50 THEN  PRINT "YOU MAKE A BRI
DGE OVER THE ACID BATH AND TAKE THE GEM.
": LET S(6)=50: GO TO 1000
2125 PRINT "WHY BOTHER ?": GO TO 1000
2200 IF RM=5 AND N$="ARC" AND S(7)=0 THE
N  PRINT "YOU FIND A FUR COAT STREWN
  LYING NEAR ONE OF THE ARCHES.": LET S(
7)=5: GO TO 1000
2205 IF RM=7 AND N$="NIC" AND S(9)=0 THE
N  PRINT "YOU FIND A SINGLE MATCH STUCK
INONE OF THE NICHES.": LET S(9)=7: GO TO
 1000
2210 PRINT "YOU EXAMINE IT BUT FIND NOTH
ING.": GO TO 1000
2300 PRINT  PAPER 6; INK 1;"YOU ARE DEAD
.YOU HAVE FAILED IN    YOUR QUEST.PRESS
A KEY FOR             ANOTHER ATTEMPT
    ": FOR F=1 TO 2: BEEP 1,0: BEEP 1,2:
 BEEP .5,3: BEEP .5,2: BEEP 1,0: NEXT F:
 FOR F=1 TO 2: BEEP 1,3: BEEP 1,5: BEEP
2,7: NEXT F: FOR F=1 TO 2: BEEP .75,7: B
EEP .25,8: BEEP .5,7: BEEP .5,5: BEEP .5
,3: BEEP .5,2: BEEP 1,0: NEXT F: FOR F=1
 TO 2: BEEP 1,0: BEEP 1,-5: BEEP 2,0: NE
XT F: PAUSE 20: RUN
2400 IF V$="N" AND X$(RM,1)="N" THEN  LE
T RM=RM-4: GO TO RM*10
2401 IF V$="S" AND X$(RM,3)="S" THEN  LE
T RM=RM+4: GO TO RM*10
2402 IF V$="E" AND X$(RM,2)="E" THEN  LE
T RM=RM+1: GO TO RM*10
2403 IF V$="W" AND X$(RM,4)="W" THEN  LE
T RM=RM-1: GO TO RM*10
2405 PRINT "YOU CANT GO THAT WAY": GO TO
 1000
2500 PRINT  PAPER 3;"YOU ARE CARRYING:":
 LET V=0: FOR F=1 TO 12: IF S(F)=50 THEN
  PRINT  INK 6;L$(F): LET V=1
2505 NEXT F
2510 IF V=0 THEN  PRINT "NOTHING AT ALL"
2515 GO TO 1000
8000 LET Q=0: PRINT : PRINT  PAPER 2;"YO
U CAN SEE:": FOR F=1 TO 14: IF S(F)=RM T
HEN  PRINT  INK 6;L$(F): LET Q=1
8005 NEXT F
8010 IF Q=0 THEN  PRINT "NOTHING"
8015 LET Q=0: PRINT : PRINT  PAPER 3;"YO
U CAN GO:": IF X$(RM,1)="N" THEN  PRINT
 INK 5;"N ";: LET Q=1
8020 IF X$(RM,2)="E" THEN  PRINT  INK 5;
"E ";: LET Q=1
8025 IF X$(RM,3)="S" THEN  PRINT  INK 5;
"S ";: LET Q=1
8030 IF X$(RM,4)="W" THEN  PRINT  INK 5;
"W": LET Q=1
8035 IF Q=0 THEN  PRINT  INK 5;"NO-WHERE
"
8036 PRINT
8999 GO TO 1000
9000 POKE 23658,8: FOR F=0 TO 7: READ A:
 POKE USR "U"+F,A: NEXT F
9005 DATA 255,255,195,195,195,195,255,25
5
9010 DIM X$(16,4)
9015 FOR F=1 TO 16: READ X$(F): NEXT F
9020 DATA "  S","  S","  S","  S","NES",
"NESW","NE W","N  W","N","NES","   W",""
," E","NE W","   W",""
9025 DIM O$(14,3)
9030 FOR F=1 TO 14: READ O$(F): NEXT F
9035 DATA "GEM","GEM","GEM","GEM","GEM",
"GEM","COA","CAN","MAT","FLO","RUG","MAG
","WAL","WIN"
9040 DIM L$(14,12)
9045 FOR F=1 TO 14: READ L$(F): NEXT F
9050 DATA "A LARGE GEM","A SMALL GEM","A
 ROUND GEM","A SQUARE GEM","A SHINY GEM"
,"A FAWN GEM","A FUR COAT","A CANDLE","A
 MATCH","A FLOORBOARD","A RUG","A MAGAZI
NE","A WALL","A WINDOW"
9055 DIM W$(25,3)
9060 FOR F=1 TO 25: READ W$(F): NEXT F
9065 DATA "GET","TAK","CLI","SCA","BRE",
"SMA","DIG","WEA","MOV","LIF","PUS","LIG
","STR","CRA","DRO","REA","HEL","CLU","S
CO","EXA","SEA","LOO","QUI","INV","LIS"
9070 DIM S(14)
9075 FOR F=1 TO 14: READ S(F): NEXT F
9080 DATA 0,4,9,0,13,15,0,10,0,3,2,6,16,
12
9085 DIM F(10)
9099 RETURN
```



COMPETITION RESULTS

In a bumber bundle of competition results we announce 93 prize winners as we publish the results to six fantastic Gamer competitions.

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EPYX
COMPUTER SOFTWARE
Strategy Games for the Action-Game Player.
SUMMER GAMES II
COMMODORE 64 Disk

Game of the Year awards, prize draw.

Congratulations to 12 year old Julian Ruff from St. Neots in Cambridgeshire whose name was selected from the hundreds of voters in our Game of the Year prize draw.

A fabulous C64 pack will soon be on its way to him including a C64, monitor, datasette and disk drive!

Incidently Julian only voted for five of the eventual category winners!

Comiserations to the rest of you but don't worry as you'll get another chance when we announce the voting for the 1986 awards.

Go for Gold!

In our identify the three flags competition you had a chance to win a triple pack of games consisting of Summer Games, Summer Games II and Winter Games.

The flags of New Zealand, Turkey and Sri Lanka (formally Ceylon) didn't have you baffled for too long so we had to resort to the tiebreaker to select the winners.

We asked you to invent a silly Olympic event as a tiebreaker and you certainly let your imaginations roam. We had curious events such as feather throwing and cornflake stacking through tossing the ZX81 to climbing everest backwards to an incredibly precise event called Kung Fly and my personal favourite ''Chicken crossing the road'' in which the contestants dressed as chickens had to cross the M4.

The winners of US Gold sport game triple packs are Shaun Williams/Tipton, Nicky Church/Great Yarmouth, R. Perry/Heath-Hayes, Jevon Tooth/Willenhall, Dean Allen/Swansea, Harkinat Neyta/Leicester, Lisa Hadcock/Manchester, Ian Harrison/Llandudno, Michael Edwards/Basingstoke, Trevor Gately/Dublin, Kirk Bage/Plymouth, Martin Wilson/Sheffield, Matthew Bull/Sutton Coldfield, Andrew Waterfield/Quorn, Mark Delaney/Belfast, J. Gourley/Tyne and Wear, Andrew Pask/Oxon, Mike Derham/Cork, Richard Chiamesia/Maidstone, Tommy Mayclim/London, Jonathon Seifert/Co Armagh, Lee Mansfield/Burnley, Andrew Williams/South Wirral, J. Bayley/Birmingham, Neil Shepherd/Evesham.

Elite Competition

Copies of our 1985 Game of the Year are on their way to 20 lucky people who currently solved our confusing join the dots competition and correctly found the following ships from the game. Fer de Lance, Mamba, an escape pod and three pieces of cargo.

The first 20 correct entries out of the hat and will receive a copy of the game for their machine are Paul Breen/Co. Wexford, Richard Bridson/Isle of Man, Kevin McCall/Kilmarnock, J. Goodman/London, Darren Hickey/Essex, Andrew Ludgate/Devon, Andrew Maskery/Newark, James

Paz/Poole, J. Grant/RAF in Germany, Steve Mitchell/Basingstoke, Nigel Morton/Edinburgh, Paul Phillips/Devon, Mrs D. Rayner/Surrey, Michael Clark/Midlothien, Frank Swindells/Bedford, Mike Derham/Cork, John Power/Waterford, Jonathon Boreham/Essex, Robert Radford/Aldershot.

Tatung Competition

Jawaz Illavia from Sutton in Surrey was the first person to solve our mathematical puzzle in which you had to insert seven mathematical signs into an equation, in three different ways to produce the same result.

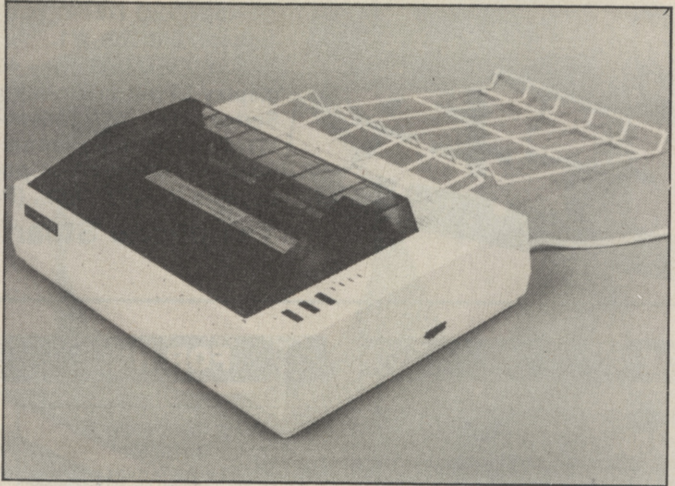
Confused? 13 year old Jawaz wasn't. In fact now he can print out all the formula he wants to on his brand new centronics printer.

Congratulations to Jawaz and in case your still stuck with those formula here is the solution.

1) $(10/12)*((15+17)-20)+(30+40)+80=160$

2) $(10-12)*((15+17)*20)*(30-40)/80=160$

3) $(10*12)/((15+17)-20)+(30+40)+80=160$



Warriors Competition

The following 25 contestants correctly solved the anagrams we set and won a set of corgi's Dragon Warriors roleplaying rules.

We hope they not only enjoy their prizes but also the fascinating hobby of role playing games.

The winners are Mrs Rayner/Surrey, Iain Coward/Cumbria, Mr Wagland/Reading, David Neale/Dorset, Ashley Adamson/Romsey, R. Whemwell/Glasgow, Peter Tsang/Herts., David Butler/County Antrim, J. Grant/Raf Germany, Richard Smith/Hinckley, Lisa Hadcock/Manchester, Chris Eimett/Surrey, Alan Ashcroft/Cheshire, Matthew Barber/Cornwall, Nick Marshall/Newbury, Shaun Palmer/Portsmouth, Louis Polycarpou/Middlesex, S. Lee/Huntingdon, Leif Findlay/Forfar, Steve Mitchell/Basingstoke, R. Pearce/High Wycombe, R. Keeley/Oxon, Richard Moulton, Devon, Alistair May Elgin and Mrs T. Dutton/Kent.

Endurance Competition

This competition was quite simple. All we asked you to do was list as many words as you could using the letters from the word Endurance.

The winner, Richard McLuckie from Falkirk in Scotland found a staggering 154 words and earns his prize of a day out at Donnington Park and a Disc camera.

The following five runners up win a remote controlled "speed rider" bike plus a copy of the game.... Jason Hall/Essex, Guy Beetenson/Sheffield, Fiona Chalmers/Morayshire, Kenneth Reid/Strathclyde and Iain Ball from Coventry.

Finally the following receive a copy of CRL's bike racing game Endurance... T. Catley/Surrey, Gordon Duncan/Falkirk, Robert McGrail/Wakefield, David Condon/Kent, Richard Pearson/Chelmsford, Alan Brownless/Peterlee, D. Bauernfeind/Luton and R. Murphy from Horsham.

Congratulations to all 93 prizewinners and I hope you enjoy your prizes and continue to read and enjoy Computer Gamer.

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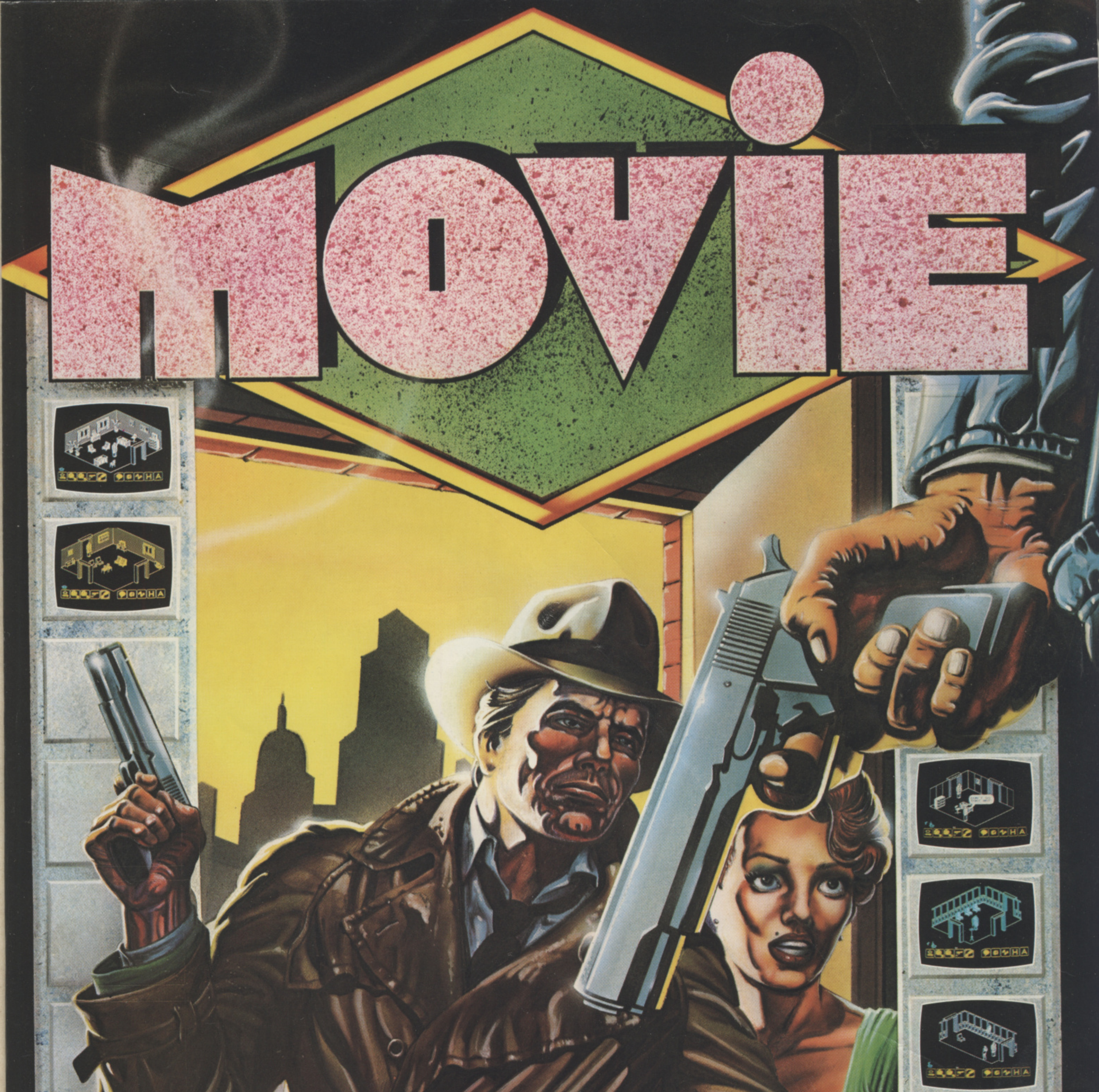
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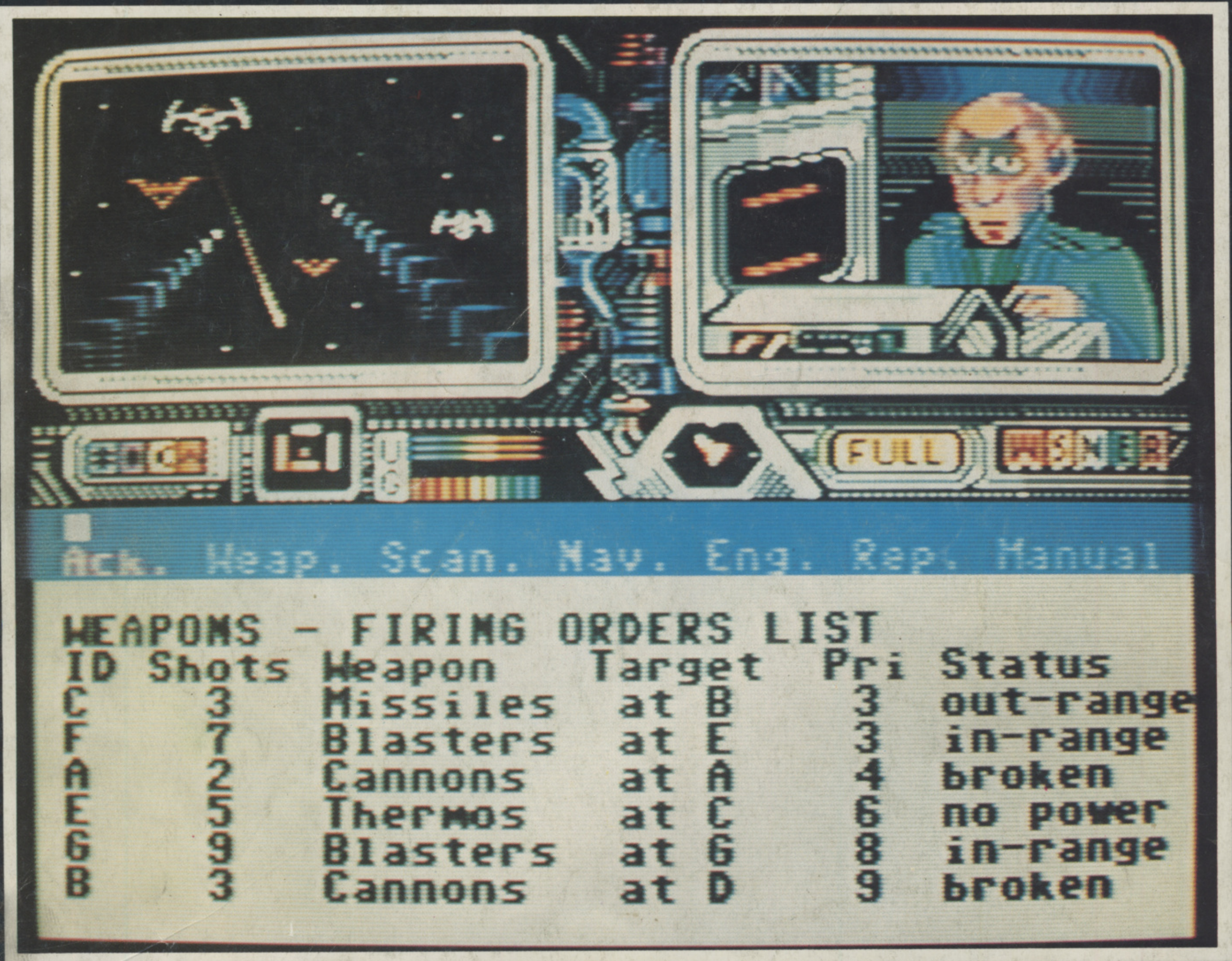
But it's a tall order to fill, even for the experienced captain of the Psi-5 Trading Company; because, needless to say, these marauders are not going to take too kindly to any last ditch efforts to spoil their little intergallactic carnage.

So, if you're ripe for a stiff challenge and feel comfortable in the role of Space Freighter Captain, your ship just came in.

Choose your crew carefully. For 10 years Al Zott has been shooting enemy attack cruisers to smithereens, but will his hot temper be your final undoing? Your choice for weapons expert is critical. You have a wealth of talent to choose from; but will your pick hold up in the heat of the battle?

As captain of the Space Freighter, you must constantly delegate authority throughout the mission. With space outlaws on the horizon, what do you repair first — the defence shields or your weapons?



```
WEAPONS - FIRING ORDERS LIST
ID Shots Weapon    Target  Pri Status
C    3   Missiles  at B     3  out-range
F    7   Blasters  at E     3  in-range
A    2   Cannons   at A     4  broken
E    5   Thermos   at C     6  no power
G    9   Blasters  at G     8  in-range
B    3   Cannons   at D     9  broken
```

PSI-5 TRADING COMPANY

- Keyboard or Joystick Controlled
- Choice of Specialist Crew
- Inter-ship video link
- External view port
- On board Computer
- Navigational Cockpit
- Superb weaponry

Manufactured under licence by U.S. Gold Ltd,
Unit 10, The Parkway Industrial Centre,
Heneage Street, Birmingham B7 4LY.

*Screen as seen on Commodore 64

64

Accolade

U.S. GOLD All American Software

AN ARGUS SPECIALIST PUBLICATION

TRANSMISSION No. 12
STARDATE: MARCH 1986 £1

Computer GAMER

ARENA
The Ultimate Battle Zone

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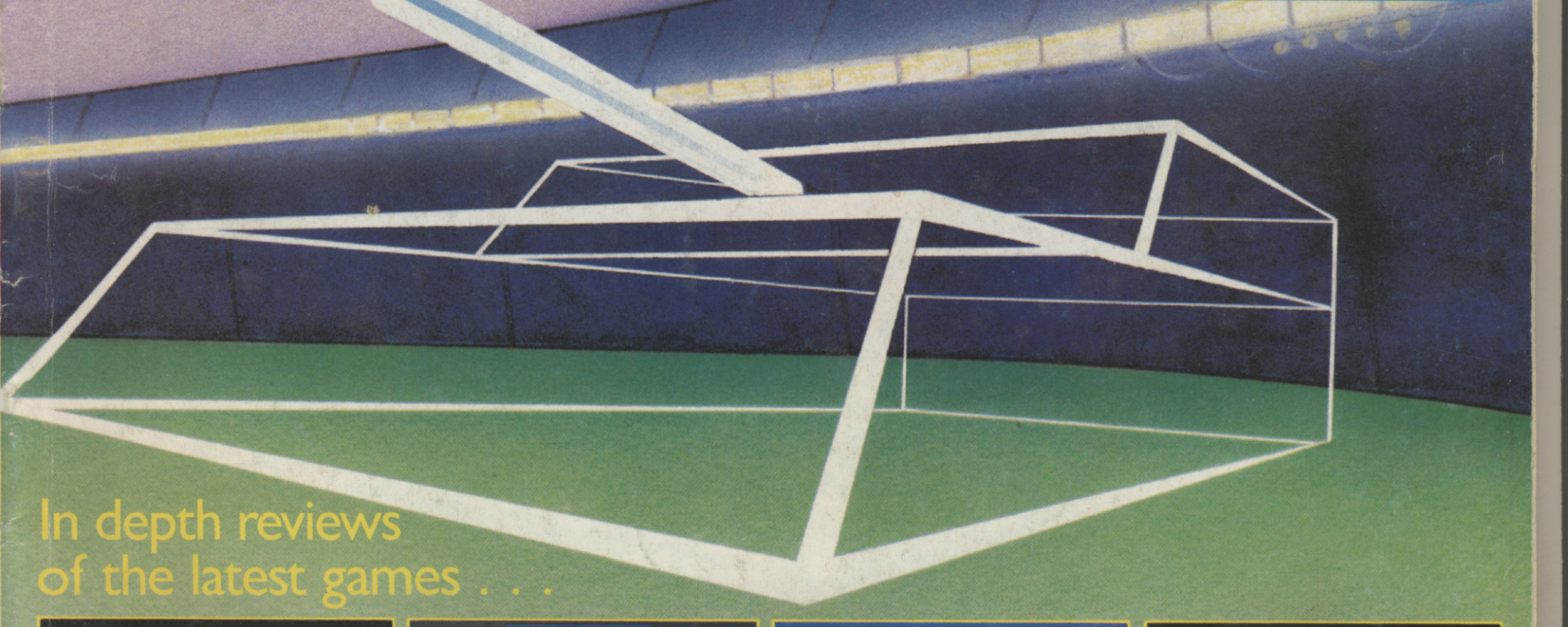

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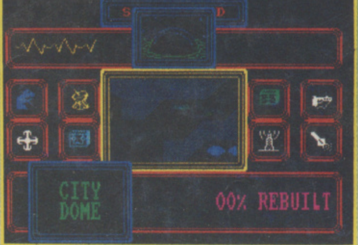
2 PLAYER
0
2:50
JOYSTICK
3000

Rock'n Wrestle


CITY DOME
00% REBUILT

Zoids

00:04.47

```
ATTACK SKELETON WITH MACE.
YOU HIT.
YOU KILLED IT.
THE SKELETON ATTACKED YOU
WITH ITS MACE.
HE HIT.
```

RUN
INVENTORY
TAKE OUT
CAST
PICK UP
WEAR
LOOK IN
PUT DOWN
TAKE OFF
ATTACK
SWAP
PUT IN
EXAMINE

Master of Magic

```
Stats STR  INC  WIS  DEX  CON  CHA
       18   14   13   10   14   14
        Experience 0
Level : 0        Hit Points : 7
  You are at the Thieves Guild

You are at the Guild's entrance

Do you wish to...
Have all curses removed
from your weapons?

 oin our Guild
 eave.
Your coins in copper 129
```

Alternate Reality